KUSA

KY- 8617GCM

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24 Port Managed Industrial Ethernet Traffic Switch – 16 X 10/100/1000 (RJ45/SFP) Combo Ports & 8 X 100/1000 Base(X) SFP Ports

User's Manual

Version 1.2, April 2012

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Getting to Know Your Switch

1.1 About the KY-8617GCM Series Industrial Switch

KY-8617GCM series are managed redundant ring Ethernet switches with 16xGigabit combo ports and 8x100/1000Base-X SFP ports. With complete support of Ethernet Redundancy protocols, E-ring (recovery time < 10ms over 300 units of connection) and MSTP/RSTP/STP (IEEE 802.1s/w/D) can protect your mission-critical applications from network interruptions or temporary malfunctions with its fast recovery technology. KUSA's Industrial Combo switch series provides an advanced and IP-based bandwidth management which can limit the maximum bandwidth for each IP device. The user can configure IP camera and NVR with more bandwidth and limit other device bandwidth. KUSA's Industrial Combo switch series also support application-based QoS mechanisms. Application-based QoS can set the highest priority for data streams according to the TCP/UDP port number. All functions of the KY-8617GCM series can also be managed by centralized and convenient by management software, as well as the Web-based interface, Telnet and console (CLI) configuration. Therefore, the switch is one of the most reliable choices for highly-managed Gigabit Fiber Ethernet applications.

1.2 Software Features

- Fastest Redundant Ethernet Ring (Recovery time < 10ms over 300 units connection)
- Supports Ring Coupling, Dual Homing, and RSTP-over-Ring
- Supports SNMPv1/v2/v3 & RMON & Port base/IEEE 802.1Q VLAN Network Management
- Event notification by Email, SNMP trap and Relay Output
- Web-based, Telnet, and Console (CLI) configuration
- Enable/disable ports, MAC based port security
- Port-based network access control (IEEE 802.1x)
- VLAN (IEEE 802.1q) to segregate and secure network traffic
- RADIUS centralized password management
- SNMPv3 encrypted authentication and access security
- RSTP (IEEE 802.1w)
- Cyber Secure Video / Clean Code Technology
- Quality of Service (IEEE 802.1p) for real-time traffic
- VLAN (IEEE 802.1q) with support for double-tagging and GVRP
- IGMP Snooping for multicast filtering
- Port configuration, status, statistics, mirroring, and security
- Remote Monitor KUSA (RMON)

1.3 Hardware Features

- 3 x redundant power inputs
- Operating Temperature: -40 to 80°C
- Storage Temperature: -40 to 85°C
- Operating Humidity: 5% to 95%, non-condensing
- Casing: IP-30
- 16 x Combo ports with 10/100/1000Base-T(X) and 100/1000 Base-X SFP
- 8 x 100/1000Base-X SFP ports
- Console Port
- Dimensions: 431 (W) x 342 (D) x 44 (H) mm

Hardware Overview

2.1 Front Panel

The following table describes the labels that stick on the KY-8617GCM series.

Port	Description
SFP ports	16 x 1000BaseX on SFP port(combo) & 8 x 1000BaseX on SFP port
Giga Ethernet Port	16 x 1000Base-T (combo)
Console	Use RS-232 with DB9 connecter to manage switch.

KY-8617GCP

1. Console port (DB9)
2. 10/100/1000Base Ethernet port/ 100/1000 Base-X SFP Combo
3. 100/1000Base-X Fiber port on SFP
4. Reset button: Push the button 3 seconds for reset; 5 seconds for factory default.
5. LED for Ethernet ports Link 100M status
6. LED for Ethernet ports Link 1000M status.
7. LED for SFP ports link status.
8. Front Panel LED Status:
   - LED for STA: When the power module is in PWR UP state, the green LED lights on.
   - LED for PWR: This LED lights on when the power module is activated.
   - LED for R.M. (Ring master): When the LED lights on, this switch is designated as the ring master of the Ring topology

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· LED for Ring: When the led light on, the e-ring is activated.

· LED for DEF: System resets to default configuration.

· LED for Ping: System is processing “PING” request.

· LED for Run: System is operating continuously.

· LED for RMT: System is accessed remotely.

KY-8617GCM

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1. Console port (DB9)
2. 10/100/1000Base Ethernet port/ 100/1000 Base-X SFP Combo
3. 100/1000Base-X Fiber port on SFP
4. Reset button: Push the button 3 seconds for reset; 5 seconds for factory default.
5. LED for Ethernet ports Link 100M status
6. LED for Ethernet ports Link 1000M status.
7. LED for SFP ports link status
8. Front Panel LED Status:
   - · LED for PW1: When the PWR1 links, the green led will be light on.
   - · LED for PW2: When the PWR2 links, the green led will be light on.
   - · LED for PW3: When the PWR3 links, the green led will be light on.
   - · LED for STA: When the power module is in PWR UP state, the green LED lights on.
   - · LED for PWR: This LED lights on when the DC power module is activated.
   - · LED for R.M. (Ring master): When the LED lights on, this switch is designated as the ring master of the Ring topology.
   - · LED for Ring: When the led light on, the e-ring is activated.
   - · LED for DEF: System resets to default configuration.
   - · LED for Ping: System is processing “PING” request.
   - · LED for Run: System is operating continuously

· LED for RMT: System is accessed remotely.

· LED for Fault: Indicates unexpected event occurred.

2.2 Rear Panel

The rear panel of KY-8617GCM is shown below:

1. Power Switch
2. Power input for AC 100V~240V / 50~60Hz.
3. Power input for DC

2.3 Rack-Mount Kit Assembly

You can find the rack-mount kit and the screws in the packing box. Please assemble the rack- mount kit on the switch with screws as shown below:

2.4 Front Panel LEDs

LED	Color	Status	Description
PW1	Green	On	When the PWR1 links, the green led will be light on.
PW2	Green	On	When the PWR2 links, the green led will be light on.
PW3	Green	On	When the PWR3 links, the green led will be light on.
STA	Green	On	When the power module is in PWR UP state, the green LED lights on.
DEF	Green	On	System resets to default configuration.
RUN	Green	Slowly blinking	System is operating continuously.
PWR	Green	On	DC power module activated.
Ping	Green	Blinking	When the led light on, the e-ring is activated.
RMT	Green	Blinking	System is accessed remotely.
Ring	Green	On	Ring enabled.
		Slowly blinking	Ring has only One link. (lacks one link to build the ring)
		Fast blinking	Ring work normally.
R.M	Green	On	Ring Master.
Fault	Amber	On	Indicates unexpected event occurred.
10/100/1000Base-T(X) Giga Ethernet ports			
10/100 LINK	Amber	On	Port speed 10/100 link up.
1000 LINK	Green	On	Port speed 1000 link up
ACT	Amber	Blinking	Data transmitted.
SFP			
LNK	Green	On	Port link up.
ACT	Green	Blinking	Data transmitted

Cables

3.1 Ethernet Cables

The KY-8617GCM series switches have standard Ethernet ports. According to the link type, the switches use CAT 3, 4, 5, 5e & 6 UTP cables to connect to any other network device (PCs, servers, switches, routers, or hubs). Please refer to the following table for cable specifications.

Cable Types and Specifications

Cable	Type	Max. Length	Connector
10BASE-T	CAT 3/4/5 100-ohm	UTP 100 m (328 ft.)	RJ-45
100BASE-TX	CAT 100-ohm UTP	UTP 100 m (328 ft.)	RJ-45
1000BASE-TX	CAT 5/5e/6 100-ohm UTP	UTP 100 m (328 ft.)	RJ-45

3.1.1 10/100/1000BASE-T(X) Pin Assignments

With 100BASE-TX/10BASE-T cable, pins 1 and 2 are used for transmitting data, and pins 3 and 6 are used for receiving data.

10/100 Base-T RJ-45 Pin Assignments

Pin Number	Assignment
1	TD+
2	TD-
3	RD+
4	Not used
5	Not used
6	RD-
7	Not used
8	Not used

1000 Base-T RJ-45 Pin Assignments

Pin Number	Assignment
1	BI_DA+
2	BI_DA-
3	BI_DB+
4	BI_DC+

5	BI_DC-
6	BI_DB-
7	BI_DD+
8	BI_DD-

The KY-8617GCM Series switches support auto MDI/MDI-X operation. You can use a straight-through cable to connect a PC to the switch. The following table below shows the 10BASE-T/ 100BASE-TX MDI and MDI-X port pin-outs:

10/100 Base-T MDI/MDI-X pin assignments

Pin Number	MDI port	MDI-X port
1	TD+(transmit)	RD+(receive)
2	TD-(transmit)	RD-(receive)
3	RD+(receive)	TD+(transmit)
4	Not used	Not used
5	Not used	Not used
6	RD-(receive)	TD-(transmit)
7	Not used	Not used
8	Not used	Not used

1000 Base-T MDI/MDI-X pin assignments

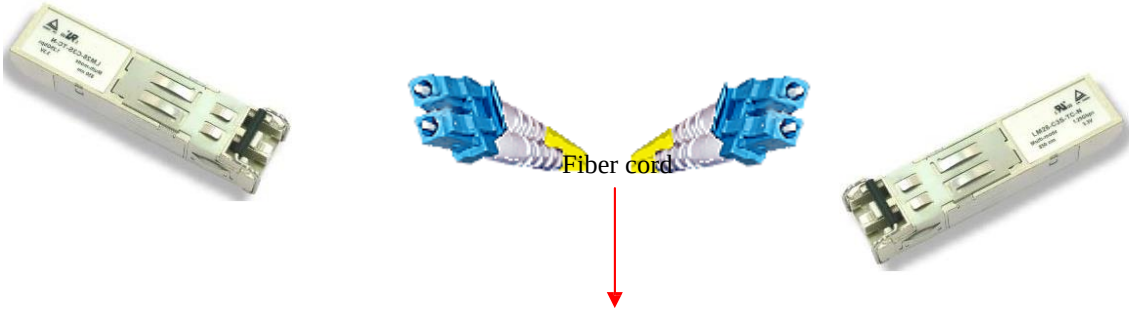
Pin Number	MDI port	MDI-X port
1	BI_DA+	BI_DB+
2	BI_DA-	BI_DB-
3	BI_DB+	BI_DA+
4	BI_DC+	BI_DD+
5	BI_DC-	BI_DD-
6	BI_DB-	BI_DA-
7	BI_DD+	BI_DC+
8	BI_DD-	BI_DC-

Note: "+" and "-" signs represent the polarity of the wires that make up each wire pair.

3.2 SFP

The Switch has fiber optical ports with SFP connectors. The fiber optical ports are in multi-mode (0 to 550 m, 850 nm with 50/125 µm, 62.5/125 µm fiber) and single-mode with LC connector. Please remember that the TX port of Switch A should be connected to the RX port of Switch B.

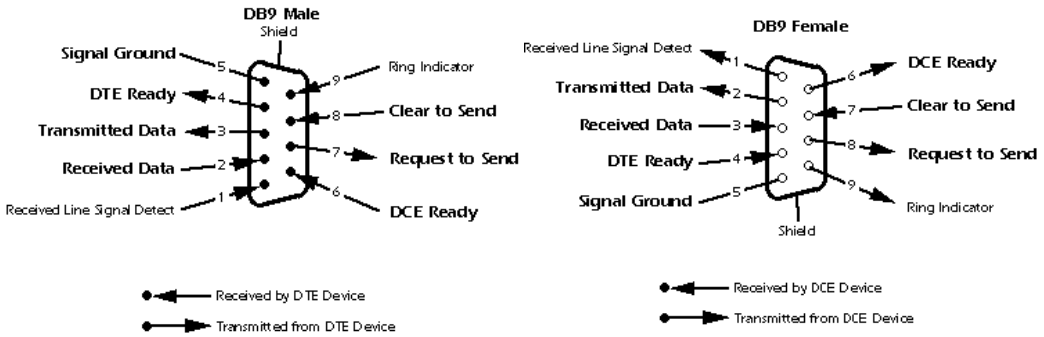
Switch A Switch B



3.3 Console Cable

Each KY-8617GCM Series switch can be managed by its console port. You can connect them to PC via an RS-232 cable with DB-9 female connector…

PC pin-out (male) assignment	RS-232 with DB9 female connector
Pin #2 RD	Pin #2 TD
Pin #3 TD	Pin #3 RD
Pin #5 GD	Pin #5 GD



4.1 Configuration by Web Browser

This section introduces the configuration by Web browser.

4.1.1 About Web-based Management

An embedded HTML web site resides in flash memory on the CPU board. It contains advanced management features and allows you to manage the switch from anywhere on the network through a standard web browser such as Microsoft Internet Explorer.

The Web-Based Management function supports Internet Explorer 5.0 or later. It is based on Java Applets with an aim to reduce network bandwidth consumption, enhance access speed and present an easy viewing screen.

Note: By default, IE5.0 or later version does not allow Java Applets to open sockets. You need to explicitly modify the browser setting in order to enable Java Applets to use network ports.

Preparing for Web Management

The default values are defined below:
IP Address: **192.168.1.77 (Check Your Equipment Label to Insure a Match)**
Subnet Mask: **255.255.255.0**
Default Gateway: **192.168.1.254**
User Name: **root**
Password: **root**

System Login

1. Launch the Internet Explorer.
2. Type http:// and the IP address of the switch. Press "**Enter**".

3. The login screen appears.
4. Key in the username and password. The default username and password is **"admin".**
5. Click "**Enter**" or"**OK**" button, then the main interface of the Web-based management appears.

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Information Message

System	
Name	
Description	Industrial Managed All-Gigabit PoE Switch (8) 10/100/1000Base-TX PoE + with (4) Gigabit SFP Ports
Location	
Contact	
OID	1.3.6.1.4.1.868.2.120.0.5.68
Hardware	
MAC Address	00-c0-f2-56-04-99
Time	
System Date	1970-01-01 00:00:12 +0000
System Uptime	0d 00:00:12
Software	
Kernel Version	v7.10
Software Version	v1.00
Software Date	2011-08-17 10:39:17 +0800

Auto-refresh ☐ Refresh

Enable Location Alert

Preparing for Web Management

The default values are shown as the following:

IP Address: **192.168.10.1**

Subnet Mask: **255.255.255.0**

Default Gateway: **192.168.10.254**

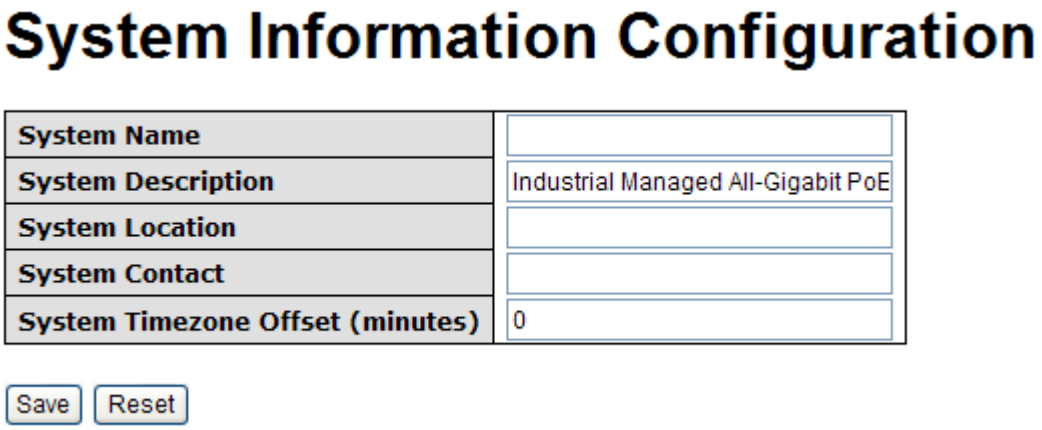
User Name: **admin**

Password: **admin**

System Login

1. Launch the Internet Explorer.
2. Type http:// and the IP address of the switch. Press "**Enter**".

3. The login screen appears.
4. Key in the username and password. The default username and password is "**admin**".
5. Click "**Enter**" or "**OK**" button. Then the main interface of the Web-based management appears.



Login screen

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Main Interface

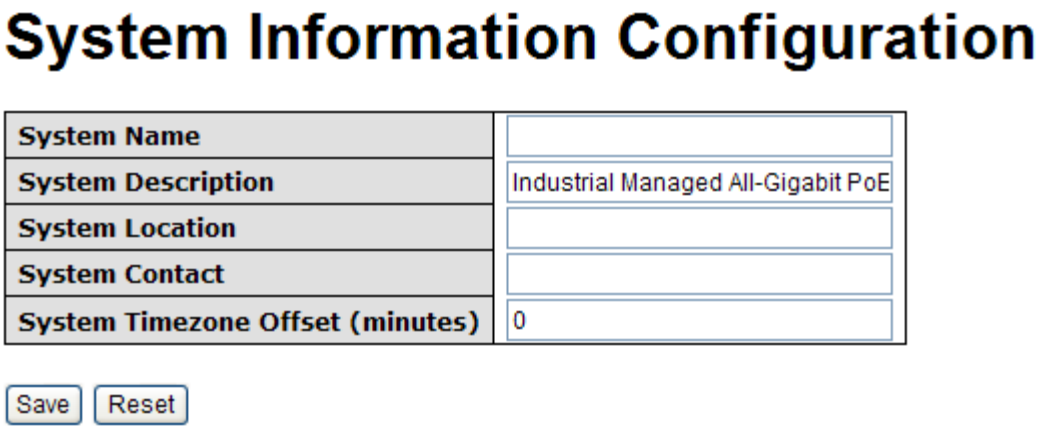
Label	Description
System Contact	The textual identification of the contact person for this managed node, together with information on how to contact this person. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 32 to 126.
System Name	An administratively assigned name for this managed node. By convention, this is the node's fully-qualified domain name. A domain name is a text string drawn from the alphabet (A-Z, a-z), digits (0-9), minus sign (-). No space characters are permitted as part of a name. The first character must be an alpha character. And the first or last character must not be a minus sign. The allowed string length is 0 to 255.
System Location	The physical location of this node (e.g., telephone closet, 3rd floor). The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 32 to 126.
Time zone Offset	Enter the name of contact person or organization Provide the time zone offset relative to UTC/GMT. The offset is given in minutes east of GMT. The valid range is from -720 to 720 minutes.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

Main interface

4.1.2 Basic Setting

4.1.2.1 System Information

The switch system information is provided here.



System Information interface

Label	Description
System Name	An administratively assigned name for this managed node. By convention, this is the node's fully-qualified domain name – a text string (0 to 255 characters) drawn from the alphabet (A-Z, a-z), digits (0-9), and the minus sign (-). No space characters are permitted as part of a name. The first character must be an alphabet, and the first or last character must not be a minus sign.
System	The administratively assigned description for this managed

Description	Node. The allowed string length is 0 to 255, and the allowed Contents are the ASCII characters from 32 to 126.
System Location	The physical location of this node (e.g., telephone closet, 3rd floor). The allowed string length is 0 to 255, and the allowed contents are the ASCII characters from 32 to 126.
System Contact	The textual identification of the contact person for this managed node, together with information on how to contact this person. The allowed string length is 0 to 255, and the allowed contents are the ASCII characters from 32 to 126.
Time Zone Offset	Enter the name of contact person or organization Provide the time zone offset relative to UTC/GMT. The offset is given in minutes east of GMT. The valid range is from -720 to 720 minutes.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

4.1.2.2 Admin & Password

This page allows you to configure the system password required to access the web pages or log in from CLI.

Label	Description
Old Password	Enter the current system password. If this is incorrect, the new password will not be set.
New Password	The system password. The allowed string length is 0 to 31, and the allowed contents are the ASCII characters from 32 to 126.

Confirm password	Re-type the new password.
Save	Click to save changes.

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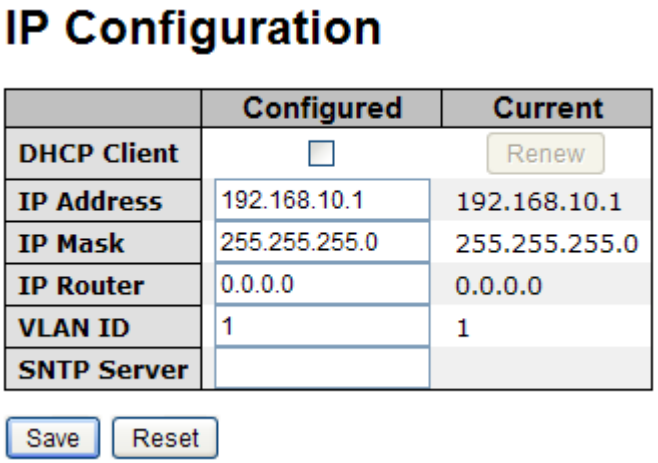
4.1.2.3 IP Address Setting

Configure the switch-managed IP information on this page.



Label	Description
DHCP Client	Enable the DHCP client by checking this box. If DHCP fails and the configured IP address is zero, DHCP will retry. If DHCP fails and the configured IP address is non-zero, DHCP will stop and the configured IP settings will be used. The DHCP client will announce the configured System Name as hostname to provide DNS lookup.
IP Address	Assign the IP address that the network is using. If DHCP client function is enabling, you do not need to assign the IP address. The network DHCP server will assign the IP address for the switch and it will be display in this column. The default IP is 192.168.10.1
IP Mask	Assign the subnet mask of the IP address. If DHCP client function is enabling, you do not need to assign the subnet mask
IP Router	Assign the network gateway for the switch. The default gateway is 192.168.10.254
VLAN ID	Provide the managed VLAN ID. The allowed range is 1 through 4095.
SNTP Server	SNTP is an acronym for Simple Network Time Protocol, a network protocol for synchronizing the clocks of computer systems. SNTP uses UDP (datagrams) as transport layer.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

Renew	Click to renew DHCP. This button is only available if DHCP is Enabled.

4.1.2.4 HTTPS

Label	Description
Mode	Indicates the HTTPS mode operation. Possible modes are: Enabled: Enable HTTPS mode operation. Disabled: Disable HTTPS mode operation.
Automatic Redirect	Indicates the HTTPS redirect mode operation. Automatic redirect web browser to HTTPS during HTTPS mode enabled. Possible modes are: Enabled: Enable HTTPS redirect mode operation. Disabled: Disable HTTPS redirect mode operation.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

4.1.2.5 SSH

Label	Description
Mode	Indicates the SSH mode operation. Possible modes are: Enabled: Enable SSH mode operation. Disabled: Disable SSH mode operation.
Save	Click to save changes.

Reset	Click to undo any changes made locally and revert to previously saved values.

4.1.2.6 LLDP

LLDP Parameters

This page allows the user to inspect and configure the current LLDP port settings.

Label	Description
Tx Interval	The switch is periodically transmitting LLDP frames to its neighbors for having the network discovery information up-to-date. The interval between each LLDP frame is determined by the TX Interval value. Valid values are restricted to 5 - 32768 Seconds.
Port	The switch port number of the logical LLDP port.
Mode	Enable or disable LLDP

LLDP Neighbor Information

This page provides a status overview for all LLDP neighbors. The displayed table contains a row for each port on which an LLDP neighbor is detected. The columns hold the following information:

Label	Description
Local Port	The port on which the LLDP frame was received.
Chassis ID	The Chassis ID is the identification of the neighbor's LLDP Frames.
Remote Port ID	The Remote Port ID is the identification of the neighbor port.
System Name	System Name is the name advertised by the neighbor unit.
Port Description	Port Description is the port description advertised by the neighbor Unit.
System Capabilities	System Capabilities describes the neighbor unit's capabilities. The possible capabilities are: 1. Other 2. Repeater 3. Bridge 4. WLAN Access Point 5. Router 6. Telephone 7. DOCSIS cable device 8. Station only 9. Reserved When a capability is enabled, the capability is followed by (+). If the capability is disabled, the capability is followed by (-).
Management Address	Management Address is the neighbor unit's address that is used for higher layer entities to assist the discovery by the network management. This could for instance hold the neighbor's IP Address.
Refresh	Click to refresh the page immediately.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at Regular intervals.

LLDP Statistics

This page provides an overview of all LLDP traffic.

Two types of counters are shown. Global counters are counters that refer to the whole stack, switch, while local counters refer to counters for the currently selected switch.

Global Counters

Label	Description
Neighbor entries were last changed at	Shows the time for when the last entry was last deleted or added. It is also shows the time elapsed since last change was detected.
Total Neighbors Entries Added	Shows the number of new entries added since switch reboot.
Total Neighbors Entries Deleted	Shows the number of new entries deleted since switch reboot.
Total Neighbors Entries Dropped	Shows the number of LLDP frames dropped due to that the entry Table was full.
Total Neighbors Entries Aged Out	Shows the number of entries deleted due to Time-To-Live Expiring.

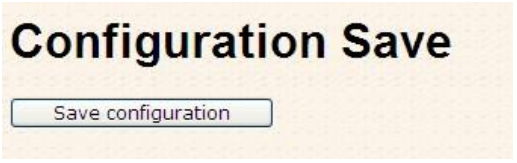
Local Counters

Label	Description
Local Port	The port on which LLDP frames are received or transmitted.
Tx Frames	The number of LLDP frames transmitted on the port.
Rx Frames	The number of LLDP frames received on the port.
Rx Errors	The number of received LLDP frames containing some kind of Error.
Frames Discarded	If an LLDP frame is received on a port, and the switch's internal table has run full, the LLDP frame is counted and discarded. This situation is known as "Too Many Neighbors" in the LLDP standard. LLDP frames require a new entry in the table when the Chassis ID or Remote Port ID is not already contained within the table. Entries are removed from the table when a given port links down, an LLDP shutdown frame is received, or when the entry

TLVs Discarded	Each LLDP frame can contain multiple pieces of information, known as TLVs (TLV is short for "Type Length Value"). If a TLV is Malformed, it is counted and discarded.
TLVs Unrecognized	The number of well-formed TLVs, but with an unknown type Value.
Org. Discarded	The number of organizationally TLVs received.
Age-Outs	Each LLDP frame contains information about how long time the LLDP information is valid (age-out time). If no new LLDP frame is received within the age out time, the LLDP information is Removed, and the Age-Out counter is
Refresh	Click to refresh the page immediately.
Clear	Clears the local counters. All counters (including global counters) Are cleared upon reboot.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at Regular intervals.

4.1.2.7 Backup/Restore Configuration

You can save/view or load the switch configuration. The configuration file is in XML format with a hierarchy of tags:



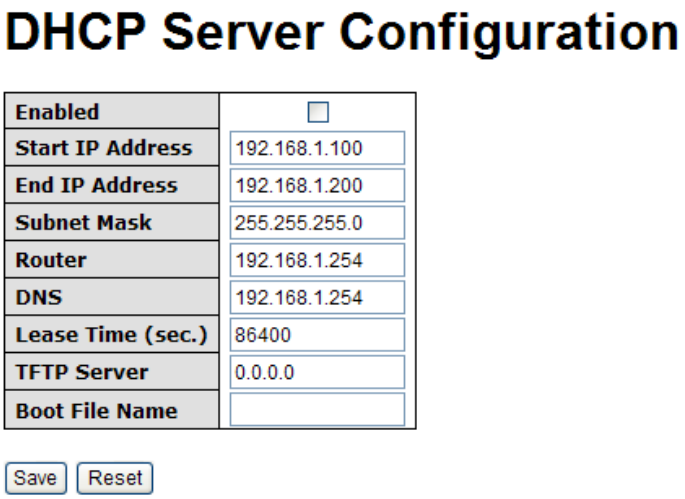
4.1.2.8 Firmware Update

This page facilitates an update of the firmware controlling the stack.

4.1.3 DHCP Server

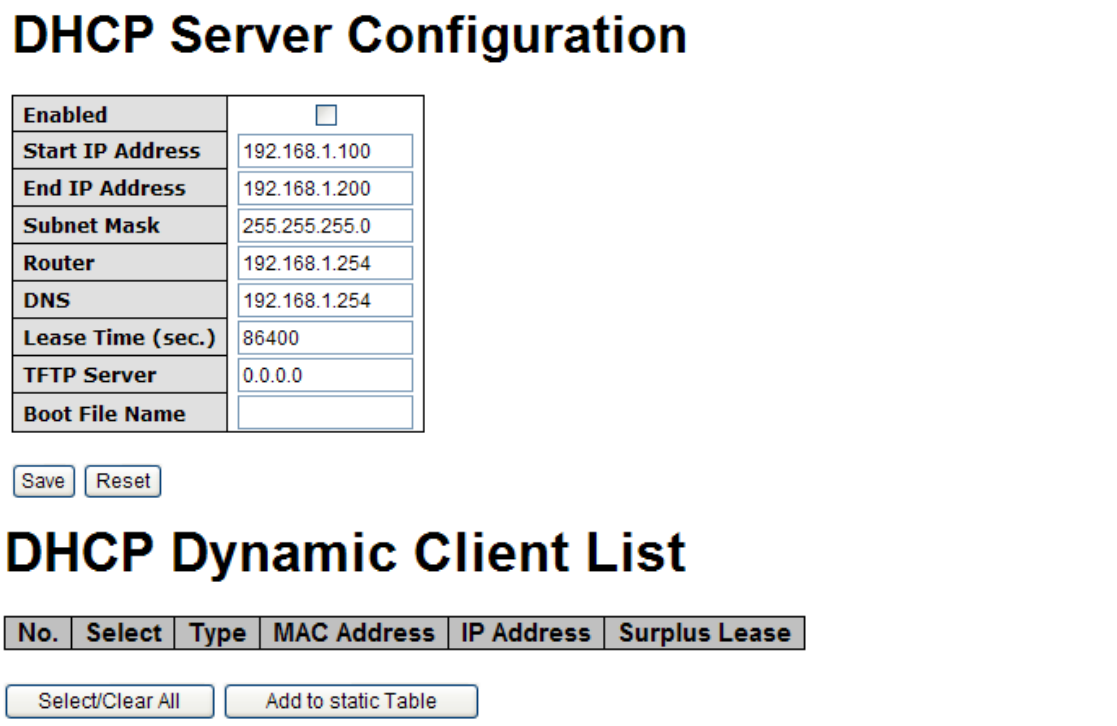
4.1.3.1 Setting

The system provides with DHCP server function. Enable the DHCP server function, the switch system will be a DHCP server.



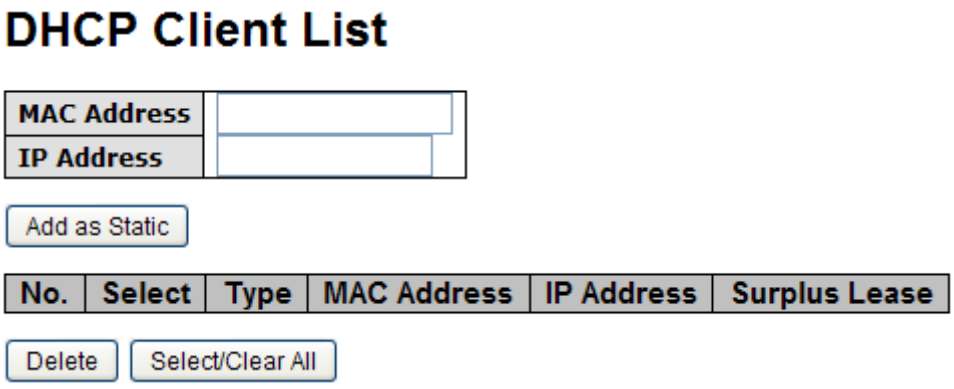
4.1.3.2 DHCP Dynamic Client List

When the DHCP server function is activated, the system will collect the DHCP client information and display in here.



4.1.3.3 DHCP Client List

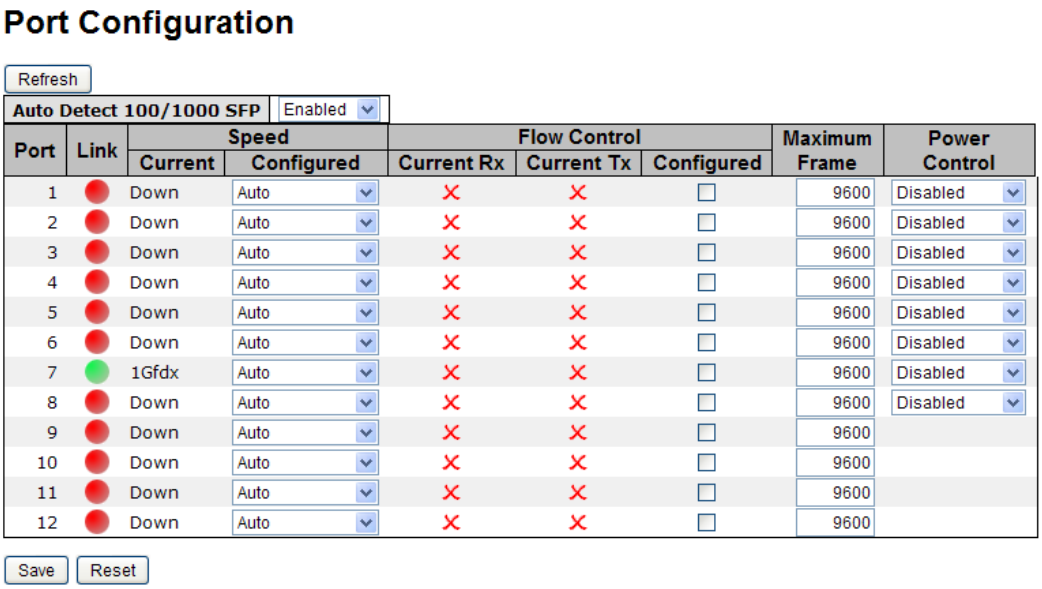
You can assign the specific IP address which is in the assigned dynamic IP range to the specific port. When the device is connecting to the port and asks for dynamic IP assigning, the system will assign the IP address that has been assigned before in the connected device.

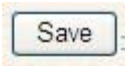


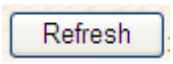
4.1.4 Port Setting

4.1.4.1 Port Control

This page displays current port configurations. Ports can also be configured here.



Label	Description
Port	This is the logical port number for this row.
Link	The current link state is displayed graphically. Green indicates the link is up and red that it is down.
Current Link Speed	Provides the current link speed of the port.
Configured Link Speed	Select any available link speed for the given switch port. Auto Speed selects the highest speed that is compatible with a link partner. Disabled disables the switch port operation.
Flow Control	When Auto Speed is selected for a port, this section indicates the flow control capability that is advertised to the link partner. When a fixed-speed setting is selected, that is what is used. The Current Rx column indicates whether pause frames on the port are obeyed, and the Current Tx column indicates whether pause frames on the port are transmitted. The Rx and Tx settings are determined by the result of the last Auto-Negotiation. Check the configured column to use flow control. This setting is related to the setting for Configured Link Speed.
Maximum Frame	Enter the maximum frame size allowed for the switch port, including FCS. The allowed range is 1518 bytes to 9600 bytes.
Excessive Collision Mode	Configure port transmit collision behavior. Discard: Discard frame after 16 collisions (default). Restart: Restart back-off algorithm after 16 collisions.
Power Control	The Usage column shows the current percentage of the power consumption per port. The Configured column allows for changing the power savings mode parameters per port. Disabled: All power savings mechanisms disabled. ActiPHY: Link down power savings enabled. PerfectReach: Link up power savings enabled. Enabled: Both link up and link down power savings enabled.
Total Power Usage	Total power usage in board, measured in percent.
	Click to save changes.
	Click to undo any changes made locally and revert to previously saved values.

	Click to refresh the page. Any changes made locally will be undone.

4.1.4.2 Rate Limit

Rate Limit Configuration

Port	Policer Enabled	Policer Rate	Policer Unit	Shaper Enabled	Shaper Rate	Shaper Unit
1	☐	500	kbps	☐	500	kbps
2	☐	500	kbps	☐	500	kbps
3	☐	500	kbps	☐	500	kbps
4	☐	500	kbps	☐	500	kbps
5	☐	500	kbps	☐	500	kbps
6	☐	500	kbps	☐	500	kbps
7	☐	500	kbps	☐	500	kbps
8	☐	500	kbps	☐	500	kbps
9	☐	500	kbps	☐	500	kbps
10	☐	500	kbps	☐	500	kbps
11	☐	500	kbps	☐	500	kbps
12	☐	500	kbps	☐	500	kbps

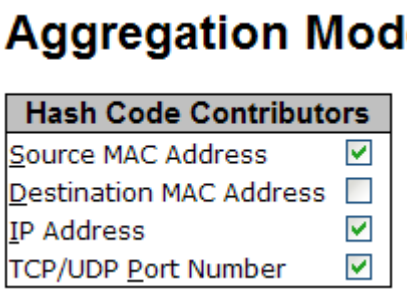
Save Reset

Label	Description
Port	The logical port for the settings contained in the same row.
Policer Enabled	Enable or disable the port policer. The default value is "Disabled".
Policer Rate	Configure the rate for the port policer. The default value is "500". This value is restricted to 500-1000000 when the "Policer Unit" is "kbps", and it is restricted to 1-1000 when the "Policer Unit" is "Mbps"
Policer Unit	Configure the unit of measure for the port policer rate as kbps or Mbps. The default value is "kbps".
Shaper Enabled	Enable or disable the port shaper. The default value is "Disabled".
Shaper Rate	Configure the rate for the port shaper. The default value is "500". This value is restricted to 500-1000000 when the "Policer Unit" is "kbps", and it is restricted to 1-1000 when the "Policer Unit" is "Mbps"
Shaper Unit	Configure the unit of measure for the port shaper rate as kbps or Mbps. The default value is "kbps".
Save	Click to save changes.

Reset	Click to undo any changes made locally and revert to previously saved values.

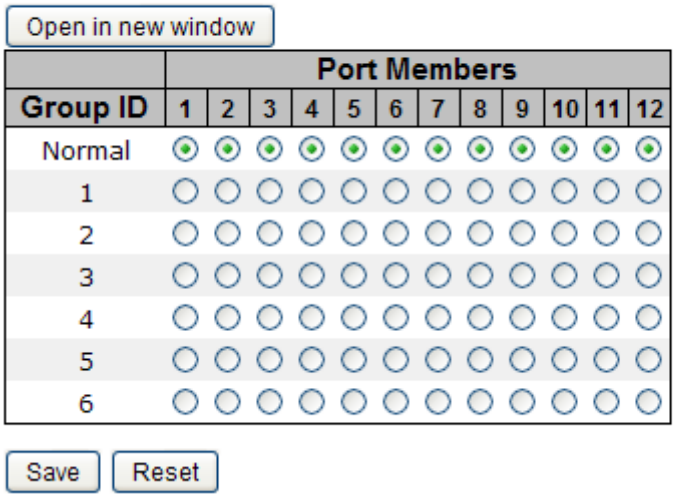
4.1.4.3 Port Trunk

4.1.4.3.1 Trunk Configuration



Label	Description
Source MAC Address	The Source MAC address can be used to calculate the destination port for the frame. Check to enable the use of the Source MAC address, or uncheck to disable. By default, Source
Destination MAC Address	The Destination MAC Address can be used to calculate the destination port for the frame. Check to enable the use of the Destination MAC Address, or uncheck to disable. By default, Destination MAC Address is disabled.
IP Address	The IP address can be used to calculate the destination port for the frame. Check to enable the use of the IP Address, or uncheck to disable. By default, IP Address is enabled.
TCP/UDP Port Number	The TCP/UDP port number can be used to calculate the destination port for the frame. Check to enable the use of the TCP/UDP Port Number, or uncheck to disable. By default,

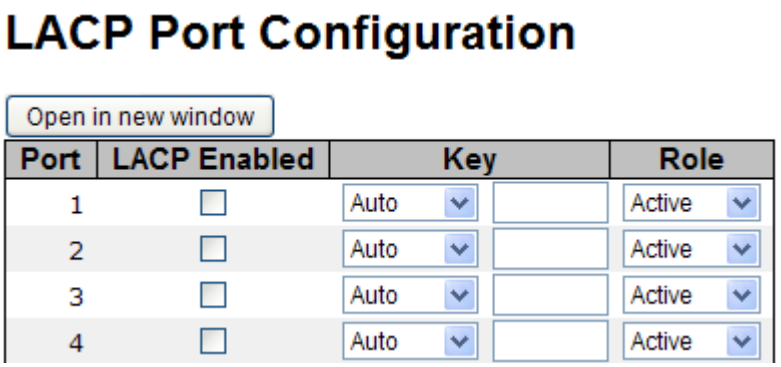
Aggregation Group Configuration



Label	Description
Group ID	Indicates the group ID for the settings contained in the same row. Group ID "Normal" indicates there is no aggregation. Only one Group ID is valid per port.
Port Members	Each switch port is listed for each group ID. Select a radio button to include a port in an aggregation, or clear the radio button to remove the port from the aggregation. By default, no ports belong to any aggregation group. Only full duplex ports can join an Aggregation and ports must be in the same speed in each group.

4.1.4.3.2 LACP Port Configuration

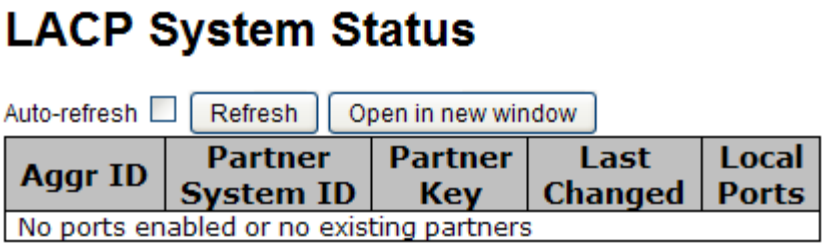
This page allows the user to inspect the current LACP port configurations, and possibly change them as well.



Label	Description
Port	Indicates the group ID for the settings contained in the same row. Group ID "Normal" indicates there is no aggregation. Only one Group ID is valid per port.
LACP Enabled	Each switch port is listed for each group ID. Select a radio button to include a port in an aggregation, or clear the radio button to remove the port from the aggregation. By default, no ports belong to any aggregation group. Only full duplex ports can join an Aggregation and ports must be in the same speed in each group.
Key	The Key value incurred by the port, range 1-65535. The Auto setting will set the key as appropriate by the physical link speed, 10Mb = 1, 100Mb = 2, 1Gb = 3. Using the Specific setting, a user-defined value can be entered. Ports with the same Key value can participate in the same aggregation group, while ports with different keys cannot.
Role	The Role shows the LACP activity status. The Active will transmit LACP packets each second, while Passive will wait for a LACP Packet from a partner (speak if spoken to).
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously Saved values.

4.1.4.3.3 LACP System Status

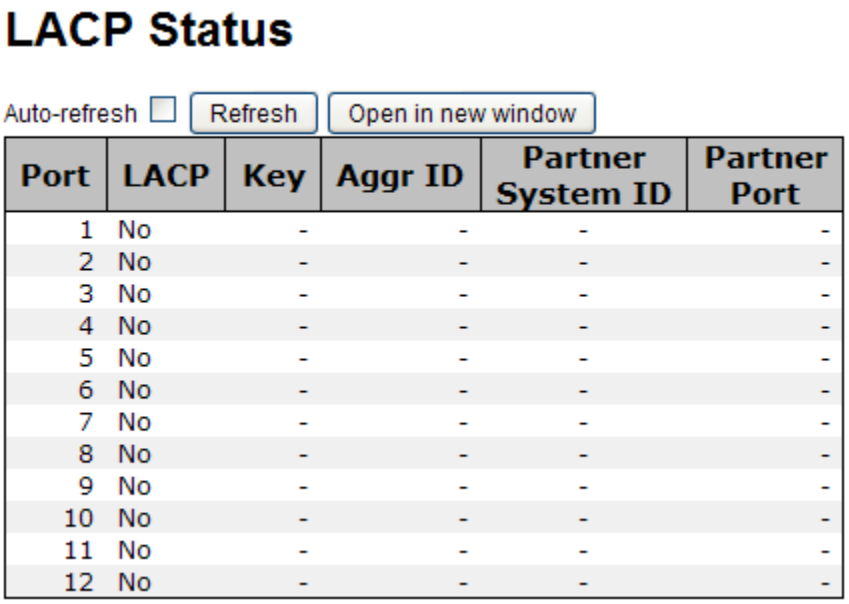
This page provides a status overview for all LACP instances.



Label	Description
Aggr ID	The Aggregation ID associated with this aggregation instance. For LLAG the id is shown as 'isid:aggr-id' and for GLAGs as 'aggr-id'
Partner System ID	The system ID (MAC address) of the aggregation partner.
Partner Key	The Key that the partner has assigned to this aggregation ID.
Last Changed	The time since this aggregation changed.
Last Changed	Shows which ports are a part of this aggregation for this Switch / stack. The format is: "Switch ID:Port".
Refresh	Click to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

4.1.4.3.4 LACP Status

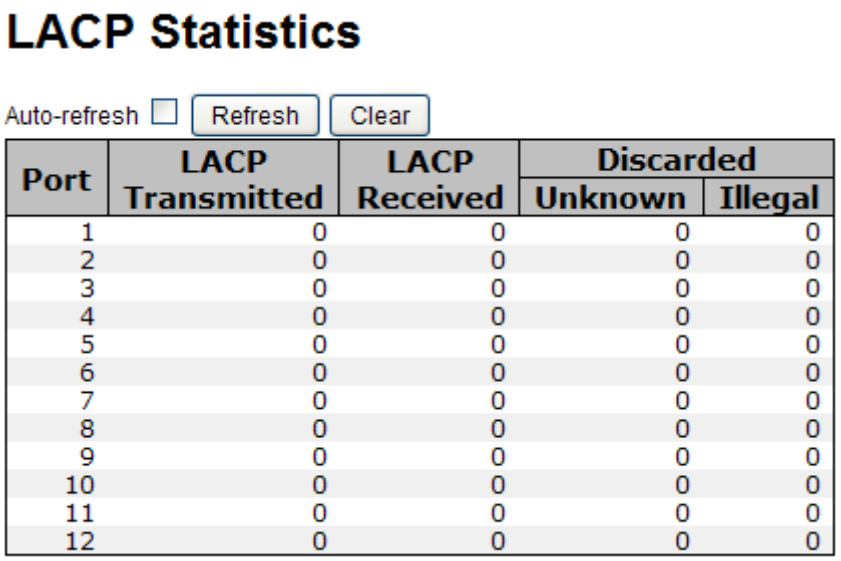
This page provides a status overview for LACP status for all ports.


LACP Status
Auto-refresh
Refresh
Open in new window
Port LACP Key Aggr ID Partner System ID Partner Port
1 No - - - -
2 No - - - -
3 No - - - -
4 No - - - -
5 No - - - -
6 No - - - -
7 No - - - -
8 No - - - -
9 No - - - -
10 No - - - -
11 No - - - -
12 No - - - -

Label	Description
Port	The switch port number.
LACP	'Yes' means that LACP is enabled and the port link is up. 'No' means that LACP is not enabled or that the port link is down. 'Backup' means that the port could not join the aggregation group but will join if other port leaves. Meanwhile it's LACP status is Disabled.
Key	The key assigned to this port. Only ports with the same key can Aggregate together.
Aggr ID	The Aggregation ID assigned to this aggregation group.
Partner System ID	The partners System ID (MAC address).
Partner Port	The partner's port number connected to this port.
Refresh	Click to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

4.1.4.3.5 LACP Statistics

This page provides an overview for LACP statistics for all ports.



Label	Description
Port	The switch port number
LACP Transmitted	Shows how many LACP frames have been sent from each port
LACP Received	Shows how many LACP frames have been received at each port.
Discarded	Shows how many unknown or illegal LACP frames have been Discarded at each port.
Refresh	Click to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at Regular intervals.
Clear	Clears the counters for all ports

4.1.4.4 Loop Guard

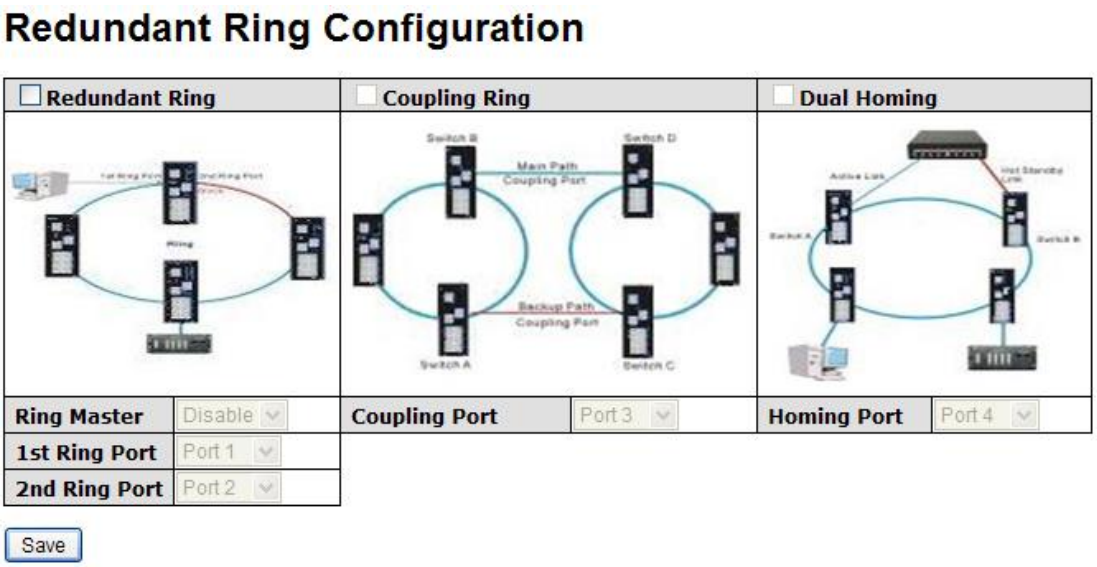
Loop Guard is a looping detection/avoid strategy. It helps network administrator to avoid looping issue.

Label	Description
Active	Enable Loop Guard function
Port State	Guarding: This port is protected against looping. Locked: This port has been locked to avoid looping.

4.1.5 Redundancy

4.1.5.1 e-ring

E-ring is the most powerful Ring in its class. The recovery time of e-ring is less than 10 ms for Gigabit Ethernet switches. It can reduce unexpected damage caused by network topology change. E-ring Supports 3 Ring topologies: E-ring, Coupling Ring, and Dual Homing.



E-ring interface

The following table describes the labels in this screen.

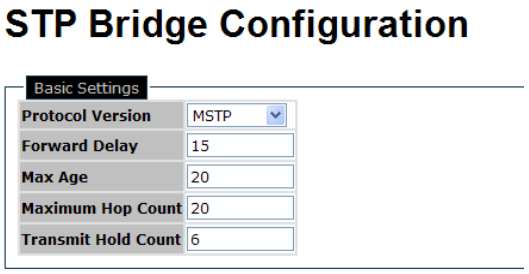
Label	Description
E-ring	Mark to enable E-ring.
Ring Master	There should be one and only one Ring Master in a ring. However if there are two or more switches that are set as Ring

	Masters, the switch *with the lowest MAC address* will be the Actual Ring Master and others will be Backup Masters.
1st Ring Port	The primary port, when this switch is Ring Master.
2nd Ring Port	The backup port, when this switch is Ring Master.
Coupling Ring	Mark to enable Coupling Ring. Coupling Ring can be used to Divide a big ring into two smaller rings to avoid effecting all switches when network topology change. It is a good application for connecting two Rings.
Coupling Port	Link to Coupling Port of the switch in another ring. Coupling Ring need four switch to build an active and a backup link. Set a port as coupling port. The coupled four ports of four switches will be run at active/backup mode.
Dual Homing	Mark to enable Dual Homing. By selecting Dual Homing mode, Ring will be connected to normal switches through two RSTP links (ex: backbone Switch). The two links work as active/backup mode, and they connect each Ring to the normal switches in RSTP mode.
Apply	Click "**Apply**" to set the configurations.

Note: We don't suggest you to set one switch as a Ring Master and a Coupling Ring at the same time due to heavy load.

4.1.5.2 MSTP Bridge Settings

This page allows you to configure RSTP system settings. The settings are used by all RSTP Bridge instances in the Switch Stack.



Label	Description
Protocol Version	The STP protocol version setting. Valid values are STP, RSTP and MSTP.
Forward Delay	The delay used by STP Bridges to transition Root and Designated Ports to Forwarding (used in STP compatible mode). Valid values

	are in the range 4 to 30 seconds.
Max Age	The maximum age of the information transmitted by the Bridge when it is the Root Bridge. Valid values are in the range 6 to 40 Seconds, and MaxAge must be <= (FwdDelay-1)*2.
Maximum Hop Count	This defines the initial value of remaining Hops for MSTI information generated at the boundary of an MSTI region. It defines how many bridges a root bridge can distribute its BPDU information. Valid values are in the range 4 to 30 seconds, and MaxAge must be <= (FwdDelay-1)*2.
Transmit Hold Count	The number of BPDU's a bridge port can send per second. When exceeded, transmission of the next BPDU will be delayed. Valid values are in the range 1 to 10 BPDU's per second.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

MSTI Mapping

This page allows the user to inspect the current STP MSTI bridge instance priority configurations, and possibly change them as well.

MSTI Configuration

Add VLANs separated by spaces or comma.

Unmapped VLANs are mapped to the CIST. (The default bridge instance).

Configuration Identification

Configuration Name	00-1e-94-ff-ff-ff
Configuration Revision	0

MSTI Mapping

MSTI	VLANs Mapped
MST1	
MST2	
MST3	
MST4	
MST5	
MST6	
MST7	

Label	Description
Configuration Name	The name identifying the VLAN to MSTI mapping. Bridges must share the name and revision (see below), as well as the VLAN-to-MSTI mapping configuration in order to share spanning trees for MSTI's. (Intra-region). The name is at most 32 Characters .
Configuration Revision	The revision of the MSTI configuration named above. This must be an integer between 0 and 65535.
MSTI	The bridge instance. The CIST is not available for explicit mapping, as it will receive the VLANs not explicitly mapped.
VLANS Mapped	The list of VLAN's mapped to the MSTI. The VLANs must be separated with comma and/or space. A VLAN can only be mapped to one MSTI. A unused MSTI should just be left empty. (I.e. not having any VLANs mapped to it.)
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously Saved values.

MSTI Priorities

This page allows the user to inspect the current STP MSTI bridge instance priority configurations, and possibly change them as well.

MSTI Configuration

MSTI Priority Configuration

MSTI	Priority
CIST	128
MST1	128
MST2	128
MST3	128
MST4	128
MST5	128
MST6	128
MST7	128

Save Reset

Label	Description
MSTI	The bridge instance. The CIST is the default instance, which is always active.
Priority	Controls the bridge priority. Lower numerical values have better priority. The bridge priority plus the MSTI instance number, concatenated with the 6-byte MAC address of the switch forms a Bridge Identifier.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

CIST Ports

This page allows the user to inspect the current STP CIST port configurations, and possibly change them as well. This page contains settings for physical and aggregated ports. The aggregation settings are stack global.

STP CIST Ports Configuration

CIST Aggregated Ports Configuration

Port	STP Enabled	Path Cost		Priority	Admin Edge	Auto Edge	Restricted Role	Restricted TCN	BPDU Guard	Point-to-point
-	☑	Auto		128	Edge	☑	☐	☐	☐	Forced True

CIST Normal Ports Configuration

Port	STP Enabled	Path Cost		Priority	Admin Edge	Auto Edge	Restricted Role	Restricted TCN	BPDU Guard	Point-to-point
1	☑	Auto		128	Edge	☑	☐	☐	☐	Auto
2	☑	Auto		128	Edge	☑	☐	☐	☐	Auto
3	☑	Auto		128	Edge	☑	☐	☐	☐	Auto
4	☑	Auto		128	Edge	☑	☐	☐	☐	Auto
5	☑	Auto		128	Edge	☑	☐	☐	☐	Auto

Label	Description
Port	The switch port number of the logical STP port.
STP Enabled	Controls whether STP is enabled on this switch port.

Path Cost	Controls the path cost incurred by the port. The Auto setting will set the path cost as appropriate by the physical link speed; using the IEEE 802.1D recommended values. Using the Setting, a user-defined value can be entered. The path cost is

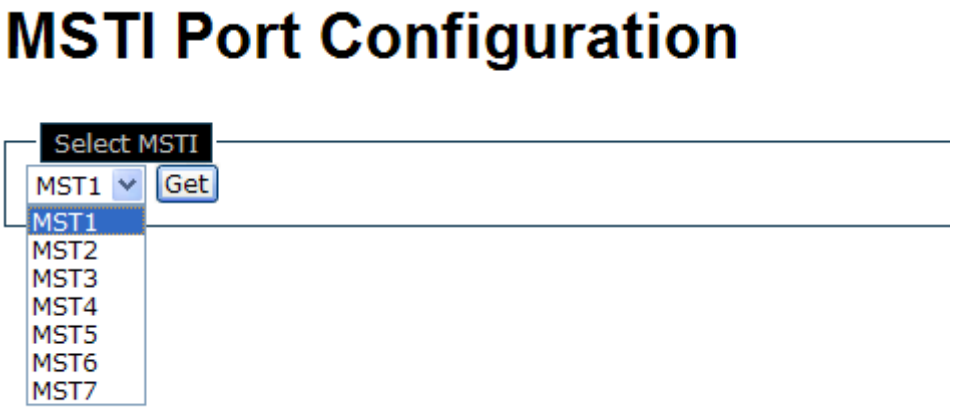
	Used when establishing the active topology of the network. Lower path cost ports are chosen as forwarding ports in favor of higher Path cost ports. Valid values are in the range 1 to 200000000.
Priority	Controls the port priority. This can be used to control priority of ports having identical port cost. (See above).
Open-Edge(state flag)	Operational flag describing whether the port is connecting directly to edge devices. (No Bridges attached). Transitioning to the forwarding state is faster for edge ports (having Open-Edge true) than for other ports.
Admin-Edge	Controls whether the Open-Edge flag should start as being set or cleared. (The initial Open-Edge state when a port is initialized).
Auto-Edge	Controls whether the bridge should enable automatic edge detection on the bridge port. This allows Open-Edge to be derived
Restricted Role	If enabled, causes the port not to be selected as Root Port for the CIST or any MSTI, even if it has the best spanning tree priority vector. Such a port will be selected as an Alternate Port after the Root Port has been selected. If set, it can cause lack of spanning tree connectivity. It can be set by a network administrator to prevent bridges external to a core region of the network influencing the spanning tree active topology, possibly because those bridges are not under the full control of the administrator. This feature is also known as Root Guard.
Restricted TCN	If enabled, causes the port not to propagate received topology change notifications and topology changes to other ports. If set it can cause temporary loss of connectivity after changes in a spanning trees active topology as a result of persistent incorrectly learned station location information. It is set by a network administrator to prevent bridges external to a core region of the network, causing address flushing in that region, possibly because those bridges are not under the full control of the administrator or is the physical link state for the attached LANs transitions frequently.

Point2Point	Controls whether the port connects to a point-to-point LAN rather than a shared medium. This can be automatically determined, or forced either true or false. Transition to the forwarding state is faster for point-to-point LANs than for shared media.

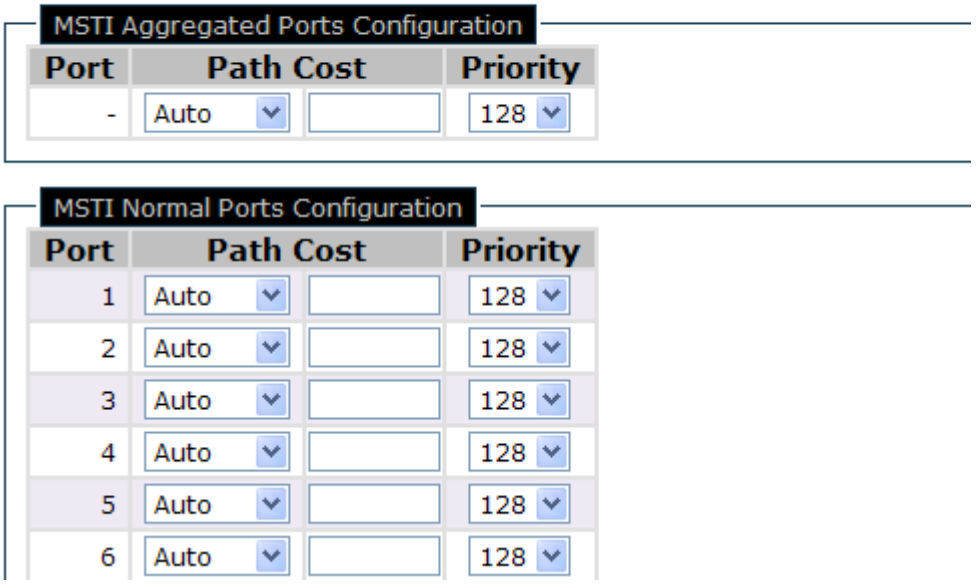
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

MSTI Ports

This page allows the user to inspect the current STP MSTI port configurations, and possibly change them as well. A MSTI port is a virtual port, which is instantiated separately for each active CIST (physical) port for each MSTI instance configured and applicable for the port. The MSTI instance must be selected before displaying actual MSTI port configuration options. This page contains MSTI port settings for physical and aggregated ports. The aggregation settings are stack global.



MST2 MSTI Port Configuration



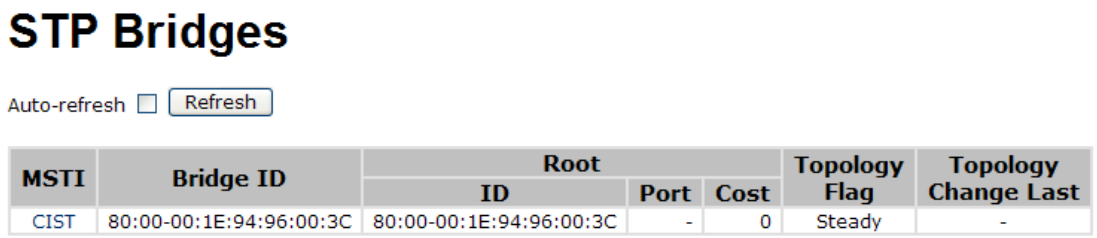
Label	Description
Port	The switch port number of the corresponding STP CIST (and MSTI) port.

Path Cost	Controls the path cost incurred by the port. The Auto setting will set the path cost as appropriate by the physical link speed; using the IEEE 802.1D recommended values. Using the Specific setting, a user-defined value can be entered. The path cost is used when establishing the active topology of the network. Lower path cost ports are chosen as forwarding ports in favor of higher
Priority	Controls the port priority. This can be used to control priority of Ports having identical port cost. (See above).
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously Saved values.

STP Bridges

This page provides a status overview for all STP bridge instances.

The displayed table contains a row for each STP bridge instance, where the column displays the following information:



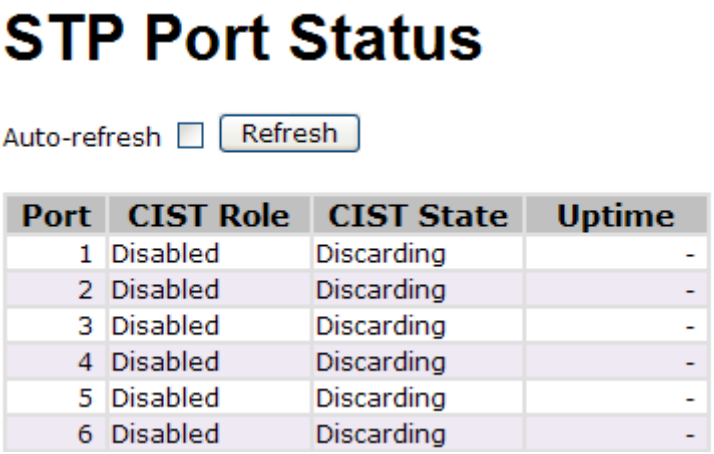
Label	Description
MSTI	The Bridge Instance. This is also a link to the STP Detailed Bridge Status.
Bridge ID	The Bridge ID of this Bridge instance.
Root ID	The Bridge ID of the currently elected root bridge.
Root Port	The switch port currently assigned the root port role.
Root Cost	Root Path Cost. For the Root Bridge this is zero. For all other Bridges, it is the sum of the Port Path Costs on the least cost path to the Root Bridge.
Topology Flag	The current state of the Topology Change Flag for this Bridge instance.

Topology Change Last	The time since last Topology Change occurred.

Refresh	Click to refresh the page immediately.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at regular intervals.

STP Port Status

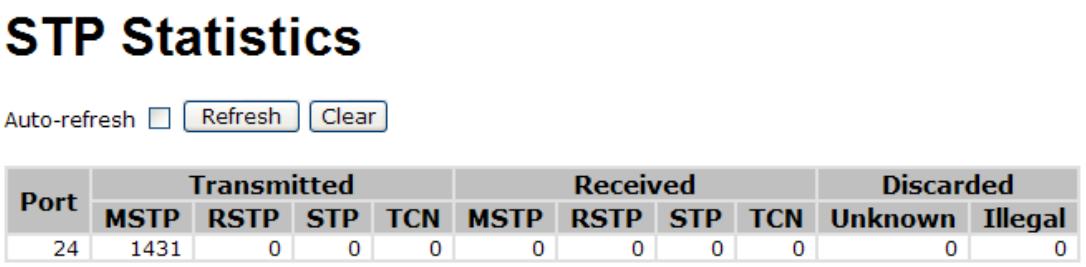
This page displays the STP CIST port status for port physical ports in the currently selected switch.



Label	Description
Port	The switch port number of the logical STP port.
CIST Role	The current STP port role of the CIST port. The port role can be one of the following values: Alternate Port Backup Port Root Port
State	The current STP port state of the CIST port. The port state can be One of the following values: Blocking Learning Forwarding.
Uptime	The time since the bridge port was last initialized.
Refresh	Click to refresh the page immediately.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at Regular intervals.

STP Statistics

This page displays the RSTP port statistics counters for bridge ports in the currently selected switch.

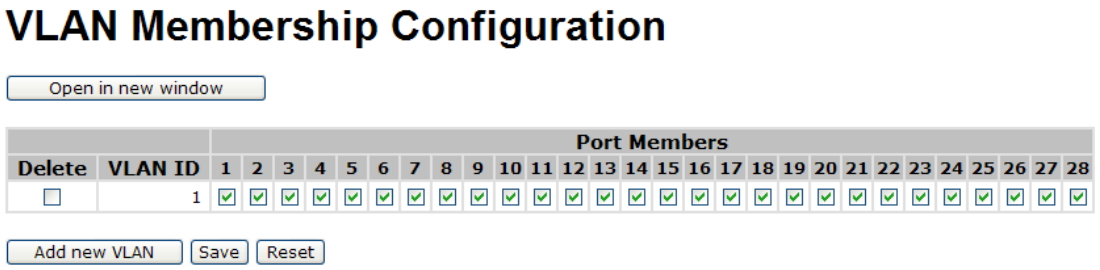


Label	Description
Port	The switch port number of the logical RSTP port.
RSTP	The number of RSTP Configuration BPDU's received/transmitted On the port.
STP	The number of legacy STP Configuration BPDU's Received/transmitted on the port.
TCN	The number of (legacy) Topology Change Notification BPDU's Received/transmitted on the port.
Discarded Unknown	The number of unknown Spanning Tree BPDU's received (and Discarded) on the port.
Discarded Illegal	The number of illegal Spanning Tree BPDU's received (and Discarded) on the port.
Refresh	Click to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

4.1.6 VLAN

4.1.6.1 VLAN Membership Configuration

The VLAN membership configuration for the selected stack switch unit switch can be monitored and modified here. Up to 64 VLANs are supported. This page allows for adding and deleting VLANs as well as adding and deleting port members of each VLAN.


VLAN Membership Configuration
Open in new window
Port Members
Delete
VLAN ID
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
1
Add new VLAN
Save
Reset

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
VLAN ID	The VLAN ID for the entry.
MAC Address	The MAC address for the entry.
Port Members	Checkmarks indicate which ports are members of the entry. Check or uncheck as needed to modify the entry.
Adding a New Static Entry	Click Add New VLAN to add a new VLAN ID. An empty row is added to the table, and the VLAN can be configured as needed. Legal values for a VLAN ID are 1 through 4095. The VLAN is enabled on the selected stack switch unit when you click on "Save". The VLAN is thereafter present on the other stack switch units, but with no port members. A VLAN without any port members on any stack unit will be deleted when you click "Save". The Delete button can be used to undo the addition of new VLANs.

Example:

Port-based VLAN Setting

(For ingress port)

1. VLAN Membership Configuration setting port 1 & VID=50

Private VLAN Membership Configuration

Open in new window

		Port Members																										
Delete	PVLAN ID	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
☐	1	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑

Add new Private VLAN | Save | Reset

Port Isolation Configuration

Open in new window

Port Number																												
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	

Save | Reset

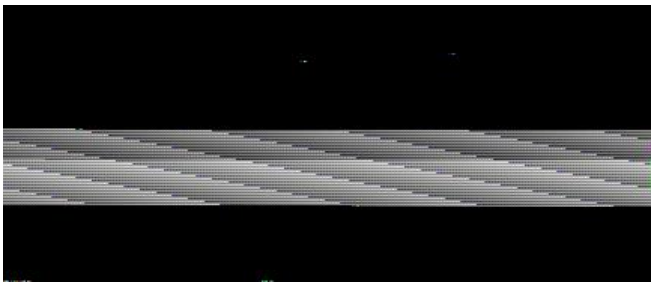
2. VLAN Port 1 Configuration-->Disable VLAN Aware

3. VLAN Port 1 Configuration-->Mode=specific,ID=50

(For egress port)

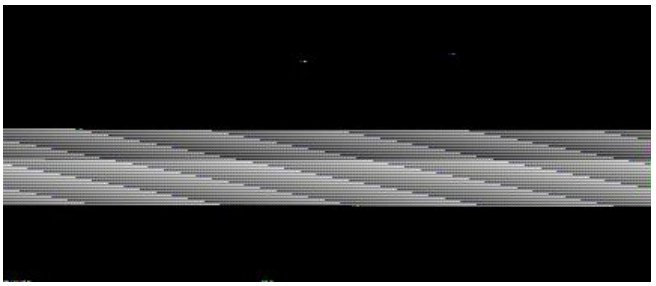
1. VLAN Membership Configuration setting port 2 & VID=50

2. VLAN Port 2 Configuration-->don't care VLAN Aware



3. VLAN Port 2 Configuration-->Mode=specific,ID=50

(any packet can enter egress port)



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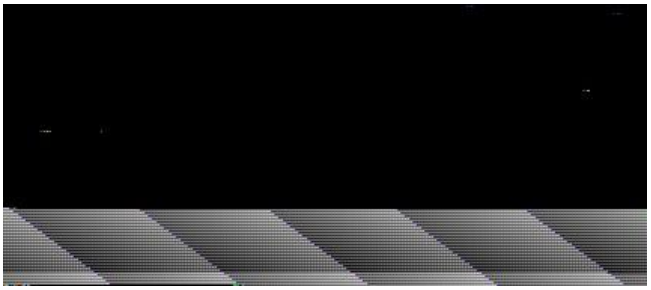
IEEE 802.1Q Access port Setting

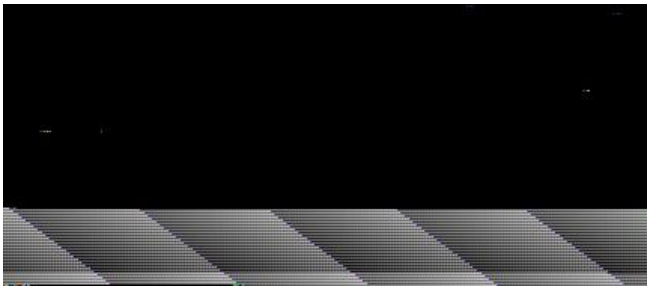
(For ingress port)

1. VLAN Membership Configuration setting port & VID=50

2. VLAN Port Configuration-->Enable VLAN Aware



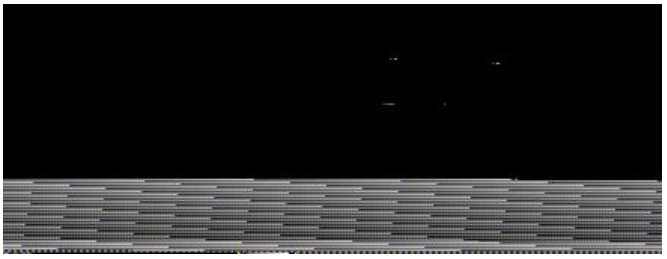
1. VLAN Port Configuration-->Mode=specific,ID=50



(For egress port)

1. VLAN Membership Configuration setting port & VID=50

2. VLAN Port Configuration-->Disable VLAN Aware



3. VLAN Port Configuration-->Mode=specific,ID=50
(untagged & tag=50 packet can enter egress port)

IEEE 802.1Q Trunk port setting (multi-tag)

(For ingress port)

1. VLAN Membership Configuration setting port & VID=11,22,33

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2. VLAN Port Configuration-->Enable VLAN Aware

3. VLAN Port Configuration-->Mode=specific,ID=11

(when enterring packet is untagged frame, added tag = 11

When entering the tagged frame, only VID = 11,22,33 three kinds of packets can pass)

(For egress port)

1. VLAN Membership Configuration setting port, VID=11,22,33

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FAX: (480) 287-8605

2. VLAN Port Configuration-->Enable VLAN Aware

3. VLAN Port Configuration-->Mode=none

(egress port can receive tag=11,22,33 packet

In addition ,only tag=11packet can enter egress port)

QinQ VLAN Setting

ingress Port 1---------->egress Port 2

(For ingress port-----Port 1)

1. VLAN Membership Configuration setting port 1、2、3 & VID=50

2. VLAN Port Configuration-->Disable Port 1 VLAN Aware

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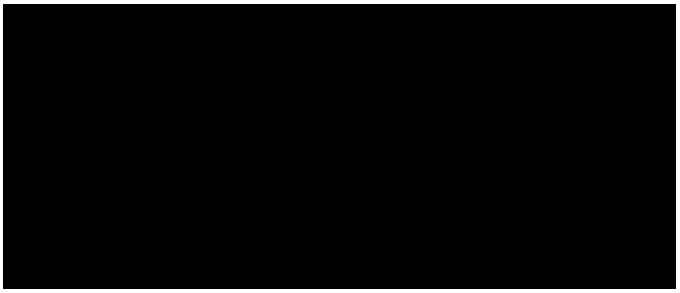
FAX: (480) 287-8605

3. VLAN Port Configuration-->Port 1 Mode=specific,ID=50

(For egress port ----Port 2)

1. VLAN Membership Configuration setting port & VID=50

2. VLAN Port Configuration-->Enable Port 2、3 VLAN Aware.



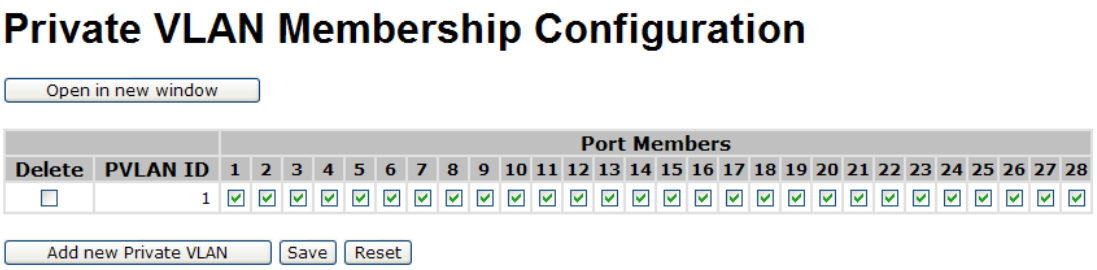
3. VLAN Port Configuration-->Mode=none

(only tag=50 packet can enter egress port)

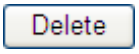
4.1.6.2 Private VLAN

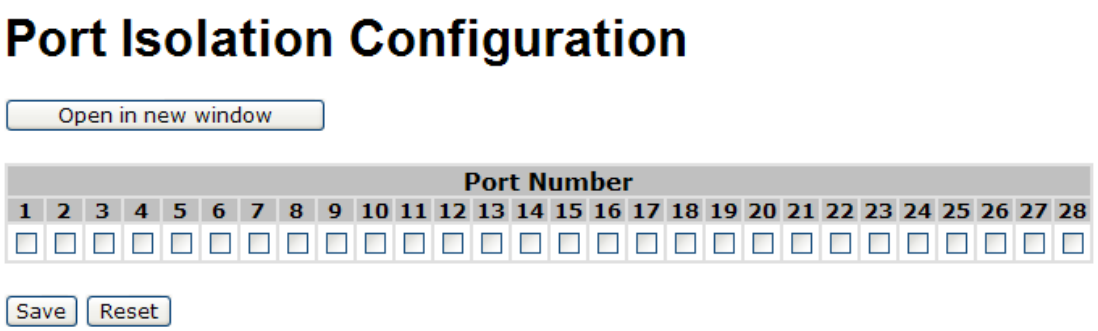
The Private VLAN membership configurations for the switch can be monitored and modified here. Private VLANs can be added or deleted here. Port members of each Private VLAN can be added or removed here. Private VLANs are based on the source port mask, and there are no connections to VLANs. This means that VLAN IDs and Private VLAN IDs can be identical. A port must be a member of both a VLAN and a Private VLAN to be able to forward packets. By default, all ports are VLAN unaware and members of VLAN 1 and Private VLAN 1.

A VLAN unaware port can only be a member of one VLAN, but it can be a member of multiple Private VLANs.


Private VLAN Membership Configuration
Open in new window
Port Members
Delete
PVLAN ID
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
1
Add new Private VLAN
Save
Reset

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Private VLAN ID	Indicates the ID of this particular private VLAN.
MAC Address	The MAC address for the entry.
Port Members	A row of check boxes for each port is displayed for each private VLAN ID. To include a port in a Private VLAN, check the box. To remove or exclude the port from the Private VLAN, make sure the box is unchecked. By default, no ports are members, and all boxes are unchecked.

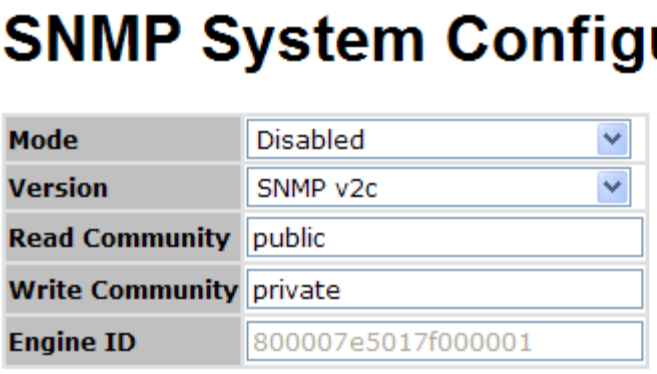
Adding a New Static Entry	Click to add a new private VLAN ID. An empty row is added to the table, and the private VLAN can be configured as needed. The allowed range for a private VLAN ID is the same as the switch port number range. Any values outside this range are not accepted, and a warning message appears. Click "OK" to discard the incorrect entry, or click "Cancel" to return to the editing and make a correction. The Private VLAN is enabled when you click "Save". The  button can be used to undo the addition of new Private VLANs.


Port Isolation Configuration
Open in new window
Port Number
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Save
Reset

Label	Description
Port Members	A check box is provided for each port of a private VLAN. When checked, port isolation is enabled for that port. When unchecked, port isolation is disabled for that port. By default, port isolation is disabled for all ports.

4.1.7 SNMP

4.1.7.1 SNMP-System



Label	Description
Mode	Indicates the SNMP mode operation. Possible modes are: Enabled: Enable SNMP mode operation. Disabled: Disable SNMP mode operation.
Version	Indicates the SNMP supported version. Possible versions are: SNMP v1: Set SNMP supported version 1. SNMP v2c: Set SNMP supported version 2c. SNMP v3: Set SNMP supported version 3.

Read Community	Indicates the community read access string to permit access to SNMP agent. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 33 to 126. The field only suits to SNMPv1 and SNMPv2c. SNMPv3 is using USM for authentication and privacy and the community string will associated with SNMPv3 communities table.

Write Community	Indicates the community write access string to permit access to SNMP agent. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 33 to 126. The field only suits to SNMPv1 and SNMPv2c. SNMPv3 is using USM for authentication and privacy and the community string will associated with SNMPv3 communities table.
Engine ID	Indicates the SNMPv3 engine ID. The string must contain an even number between 10 and 64 hexadecimal digits, but all-zeros and all-'F's are not allowed. Change of the Engine ID will clear all original local users.

SNMP Trap Configuration

Trap Mode	Disabled
Trap Version	SNMP v1
Trap Community	public
Trap Destination Address	
Trap Authentication Failure	Enabled
Trap Link-up and Link-down	Enabled
Trap Inform Mode	Disabled
Trap Inform Timeout (seconds)	1
Trap Inform Retry Times	5

Label	Description
Trap Mode	Indicates the SNMP trap mode operation. Possible modes are: Enabled: Enable SNMP trap mode operation. Disabled: Disable SNMP trap mode operation.
Trap Version	Indicates the SNMP trap supported version. Possible versions are: SNMP v1: Set SNMP trap supported version 1. SNMP v2c: Set SNMP trap supported version 2c. SNMP v3: Set SNMP trap supported version 3.
Trap Community	Indicates the community access string when send SNMP trap packet. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 33 to 126.

Trap Destination Address	Indicates the SNMP trap destination address. Trap Destination IPv6 Address
Trap Destination IPv6 Address	Provide the trap destination IPv6 address of this switch. IPv6 address is a 128-bit record represented as eight fields of up to four Hexadecimal digits with a colon separating each field (:). For

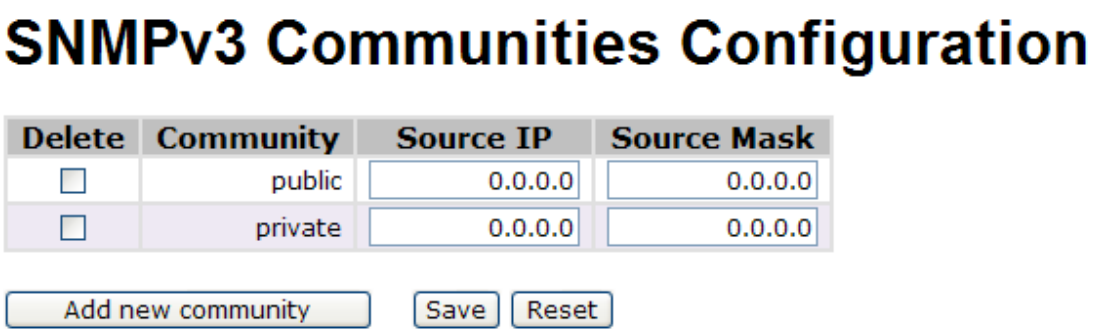
	example, 'fe80:215:c5ff:fe03:4dc7'. The symbol '::' is a special syntax that can be used as a shorthand way of representing multiple 16-bit groups of contiguous zeros; but it can only appear once. It also used a following legally IPv4 address. For example, '::192.1.2.34'.
Trap Authentication Failure	Indicates the SNMP entity is permitted to generate authentication failure traps. Possible modes are: Enabled: Enable SNMP trap authentication failure. Disabled: Disable SNMP trap authentication failure.
Trap Link-up and Link-down	Indicates the SNMP trap link-up and link-down mode operation. Possible modes are: Enabled: Enable SNMP trap link-up and link-down mode operation. Disabled: Disable SNMP trap link-up and link-down mode operation.
Trap Inform Mode	Indicates the SNMP trap inform mode operation. Possible modes are: Enabled: Enable SNMP trap inform mode operation. Disabled: Disable SNMP trap inform mode operation.
Trap Inform Timeout(seconds)	Indicates the SNMP trap inform timeout. The allowed range is 0 to 2147.
Trap Inform Retry Times	Indicates the SNMP trap inform retry times. The allowed range is 0 to 255.
Trap Probe Security Engine ID	Indicates the SNMP trap probe security engine ID mode of operation. Possible values are: Enabled: Enable SNMP trap probe security engine ID mode of operation. Disabled: Disable SNMP trap probe security engine ID mode of operation.

Trap Security Engine ID	Indicates the SNMP trap security engine ID. SNMPv3 sends traps and informs using USM for authentication and privacy. A unique engine ID for these traps and informs is needed. When "Trap Probe Security Engine ID" is enabled, the ID will be probed automatically. Otherwise, the ID specified in this field is used. The string must contain an even number between 10 and 64 hexadecimal digits, but all-zeros and all-'F's are not allowed.

Trap Security Name	Indicates the SNMP trap security name. SNMPv3 traps and informs using USM for authentication and privacy. A unique security name is needed when traps and informs are enabled.

4.1.7.2 SNMP-Communities

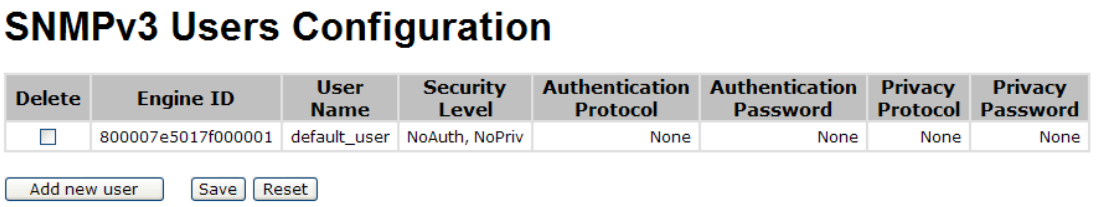
Configure SNMPv3 communities table on this page. The entry index key is Community.



Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Community	Indicates the community access string to permit access to SNMPv3 agent. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Source IP	Indicates the SNMP access source address.
Source Mask	Indicates the SNMP access source address mask.

4.1.7.3 SNMP-Users

Configure SNMPv3 users table on this page. The entry index keys are Engine ID and User Name.



Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.

Engine ID	An octet string identifying the engine ID that this entry should belong to. The string must contain an even number between 10 and 64 hexadecimal digits, but all-zeros and all-'F's are not allowed. The SNMPv3 architecture uses the User-based Security Model (USM) for message security and the View-based Access Control Model (VACM) for access control. For the USM entry, the usmUserEngineID and usmUserName are the entry's keys. In a simple agent, usmUserEngineID is always that agent's own snmpEngineID value.

	The value can also take the value of the snmpEngineID of a remote SNMP engine with which this user can communicate. In othe words, if user engine ID equal system engine ID then it is local user; otherwize it's remote user.
User Name	A string identifying the user name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Security Level	Indicates the security model that this entry should belong to. Possible security models are: NoAuth, NoPriv: None authentication and none privacy. Auth, NoPriv: Authentication and none privacy. Auth, Priv: Authentication and privacy. The value of security level cannot be modified if entry already exists. That means must first ensure that the value is set correctly.
Authentication Protocol	Indicates the authentication protocol that this entry should belong to. Possible authentication protocols are: None: None authentication protocol. MD5: An optional flag to indicate that this user using MD5 authentication protocol. SHA: An optional flag to indicate that this user using SHA authentication protocol. The value of security level cannot be modified if entry already exists. That means must first ensure that the value is set correctly.
Authentication Password	A string identifying the authentication pass phrase. For MD5 authentication protocol, the allowed string length is 8 to 32. For SHA authentication protocol, the allowed string length is 8 to 40. The allowed content is the ASCII characters from 33 to 126.
Privacy Protocol	Indicates the privacy protocol that this entry should belong to. Possible privacy protocols are: None: None privacy protocol. DES: An optional flag to indicate that this user using DES authentication protocol.

Privacy Password	A string identifying the privacy pass phrase. The allowed string length is 8 to 32, and the allowed content is the ASCII characters from 33 to 126.

4.1.7.4 SNMP-Groups

Configure SNMPv3 groups table on this page. The entry index keys are Security Model and Security Name.

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Security Model	Indicates the security model that this entry should belong to. Possible security models are: v1: Reserved for SNMPv1. v2c: Reserved for SNMPv2c. usm: User-based Security Model (USM).
Security Name	A string identifying the security name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Group Name	A string identifying the group name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.

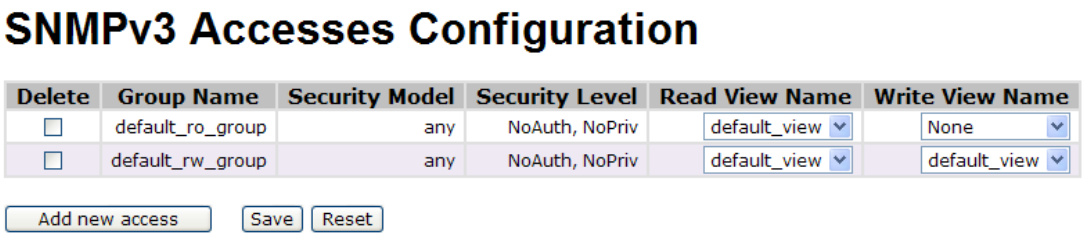
4.1.7.5 SNMP-Views

Configure SNMPv3 views table on this page. The entry index keys are View Name and OID Subtree.

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
View Name	A string identifying the view name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
View Type	Indicates the view type that this entry should belong to. Possible view types are: included: An optional flag to indicate that this view subtree should be included. excluded: An optional flag to indicate that this view subtree should be excluded. General, if a view entry's view type is 'excluded', it should be exist another view entry which view type is 'included' and it's OID subtree overstep the 'excluded' view entry.
OID Subtree	The OID defining the root of the subtree to add to the named view. The allowed OID length is 1 to 128. The allowed string content is digital number or asterisk(*).

4.1.7.6 SNMP-Accesses

Configure SNMPv3 accesses table on this page. The entry index keys are Group Name, Security Model and Security Level.



Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Group Name	A string identifying the group name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Security Model	Indicates the security model that this entry should belong to. Possible security models are: any: Accepted any security model (v1 | v2c | usm). v1: Reserved for SNMPv1.

	v2c: Reserved for SNMPv2c. usm: User-based Security Model (USM).
Security Level	Indicates the security model that this entry should belong to. Possible security models are: NoAuth, NoPriv: None authentication and none privacy. Auth, NoPriv: Authentication and none privacy. Auth, Priv: Authentication and privacy.
Read View Name	The name of the MIB views defining the MIB objects for which this request may request the current values. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to
Write View Name	The name of the MIB views defining the MIB objects for which this request may potentially SET new values. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to

4.1.8 Traffic Prioritization

4.1.8.1 Port QoS Configuration

This page allows you to configure QoS settings for each port.

Frames can be classified by 4 different QoS classes: Low, Normal, Medium, and High.

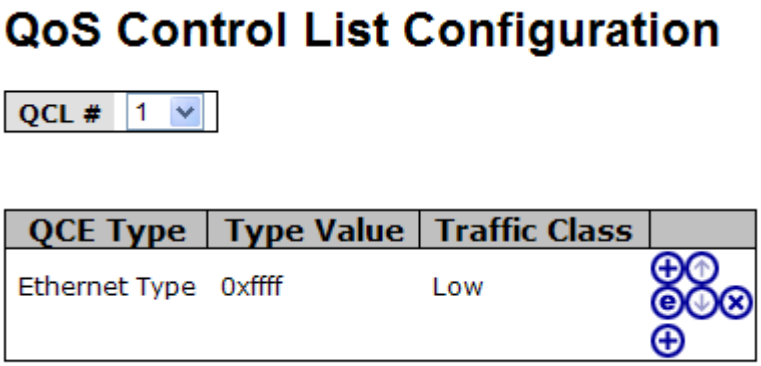
The classification is controlled by a QCL that is assigned to each port.

A QCL consists of an ordered list of up to 12 QCEs.

Each QCE can be used to classify certain frames to a specific QoS class.

This classification can be based on parameters such as VLAN ID, UDP/TCP port, IPv4/IPv6 DSCP or Tag Priority.

Frames not matching any of the QCEs are classified to the default QoS class for the port.



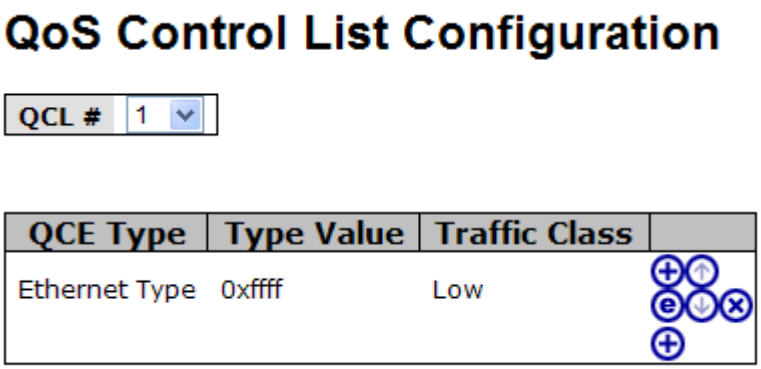
Label	Description
Port	A check box is provided for each port of a private VLAN. When checked, port isolation is enabled for that port. When unchecked, port isolation is disabled for that port. By default, port isolation is disabled for all ports.
Default Class	Configure the default QoS class for the port, that is, the QoS class for frames not matching any of the QCEs in the QCL.
QCL#	Select which QCL to use for the port.
Tag Priority	Select the default tag priority for this port when adding a Tag to the untagged frames.
Queuing Mode	Select which Queuing mode for this port.
Queue Weighted	Setting Queue weighted (Low=Normal, Medium=High) if the "Queuing Mode" is "Weighted".

4.1.8.2 QoS Control List

This page lists the QCEs for a given QCL.

Frames can be classified by 4 different QoS classes: Low, Normal, Medium, and High.

The classification is controlled by a QoS assigned to each port.
A QCL consists of an ordered list of up to 12 QCEs.
Each QCE can be used to classify certain frames to a specific QoS class.
This classification can be based on parameters such as VLAN ID, UDP/TCP port, IPv4/IPv6 DSCP or Tag Priority. Frames not matching any of the QCEs are classified to the default QoS Class for the port.



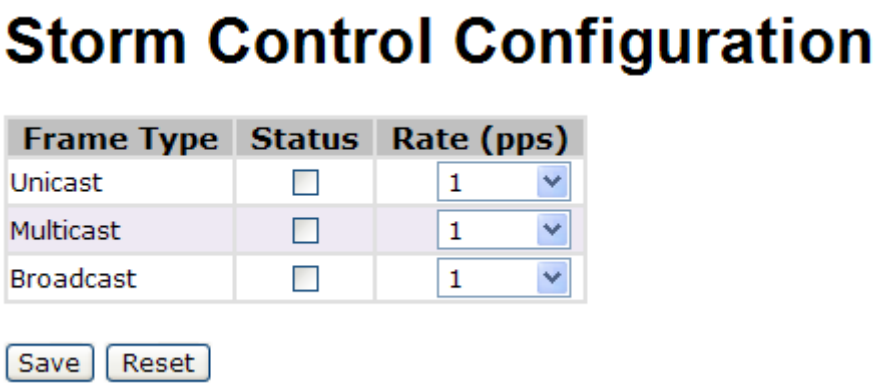
Label	Description
QCL#	Select a QCL to display a table that lists all the QCEs for that particular QCL.

QCE Tyep	Specifies which frame field the QCE processes to determine the QoS class of the frame. The following QCE types are supported: Ethernet Type: The Ethernet Type field. If frame is tagged, this is the Ethernet Type that follows the tag header. VLAN ID: VLAN ID. Only applicable if the frame is VLAN tagged. TCP/UDP Port: IPv4 TCP/UDP source/destination port. DSCP: IPv4 and IPv6 DSCP. ToS: The 3 precedence bit in the ToS byte of the IPv4/IPv6 header (also known as DS field). Tag Priority: User Priority. Only applicable if the frame is VLAN tagged or priority tagged.
Type Value	Indicates the value according to its QCE type.

	Ethernet Type: The field shows the Ethernet Type value. VLAN ID: The field shows the VLAN ID. TCP/UDP Port: The field shows the TCP/UDP port range. DSCP: The field shows the IPv4/IPv6 DSCP value.
Traffic Class	The QoS class associated with the QCE.
Modification Buttons	You can modify each QCE in the table using the following buttons: : Inserts a new QCE before the current row. : Edits the QCE. : Moves the QCE up the list. : Moves the QCE down the list. : Deletes the QCE. : The lowest plus sign adds a new entry at the bottom of the list of QCL.

4.1.8.3 Storm Control

Storm control for the switch is configured on this page.



There is a unicast storm rate control, multicast storm rate control, and a broadcast storm rate control. These only affect flooded frames, i.e. frames with a (VLAN ID, DMAC) pair not present on the MAC Address table.

The rate is 2^n, where n is equal to or less than 15, or "No Limit". The unit of the rate can be either pps (packets per second) or kpps (kilo packets per second). The configuration indicates the permitted packet rate for unicast, multicast, or broadcast traffic across the switch.

(Note: Frames, which are sent to the CPU of the switch are always limited to aproximately 4 kpps. For example, broadcasts in the management VLAN are limited to this rate. The management VLAN is configured on the IP setup page.)

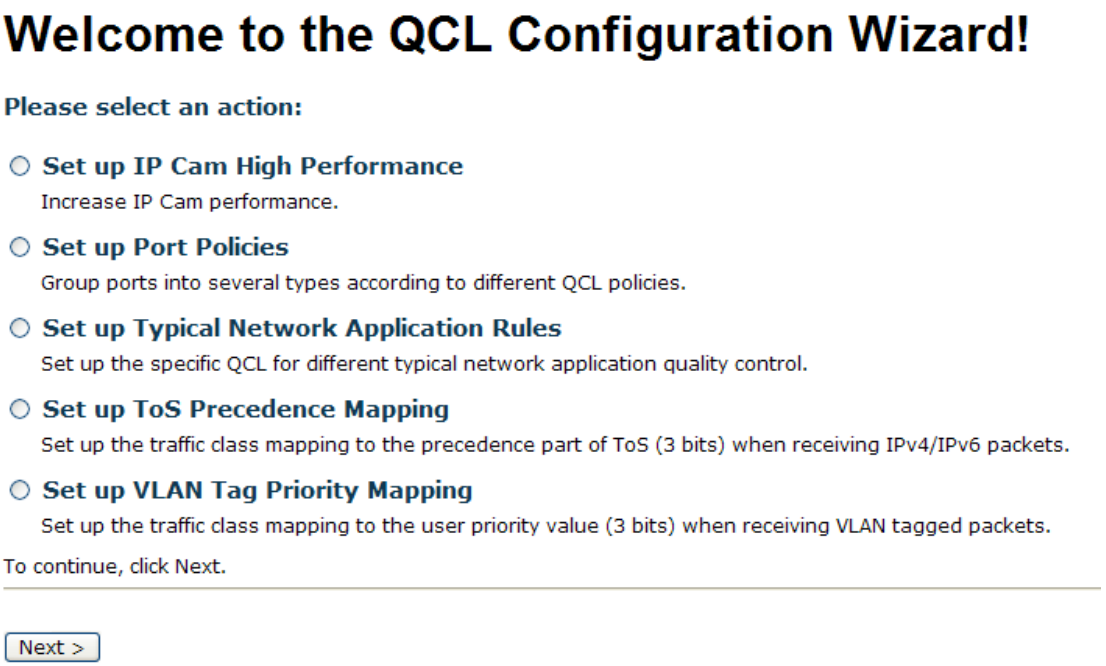
Label	Description
Frame Type	The settings in a particular row apply to the frame type listed here: unicast, multicast, or broadcast.
Status	Enable or disable the storm control status for the given frame type.

KUSA
1107 SE Willow Pl
Blue Springs, Missouri 64014
Web Site: www.KUSA1.co
Telephone: (219) 595-2631
(816) 988-7861
Email: Sales@KUSA1.co
FAX: (480) 287-8605

Rate	The rate unit is packet per second (pps), configure the rate as 1, 2, 4, 8, 16, 32, 64, 128, 256, 512, 1K, 2K, 4K, 8K, 16K, 32K, 64K, 128K, 256K, 512K, or 1024K. The 1 kpps is actually 1002.1 pps.

4.1.8.4 Wizard

This handy wizard helps you set up a QCL quickly.

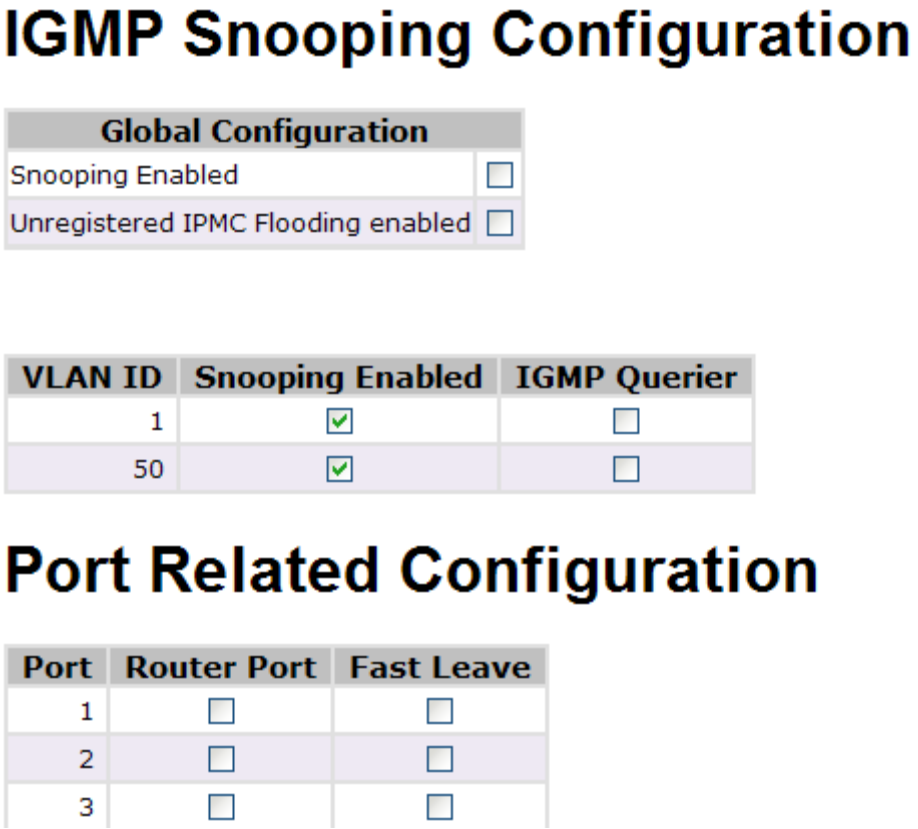

Welcome to the QCL Configuration Wizard!
Please select an action:
Set up IP Cam High Performance
Increase IP Cam performance.
Set up Port Policies
Group ports into several types according to different QCL policies.
Set up Typical Network Application Rules
Set up the specific QCL for different typical network application quality control.
Set up ToS Precedence Mapping
Set up the traffic class mapping to the precedence part of ToS (3 bits) when receiving IPv4/IPv6 packets.
Set up VLAN Tag Priority Mapping
Set up the traffic class mapping to the user priority value (3 bits) when receiving VLAN tagged packets.
To continue, click Next.
Next >

Label	Description
Set up Port Policies	Group ports into several types according to different QCL policies.
Set up Typical Network Application Rules	Set up the specific QCL for different typical network application quality control.
Set up ToS Precedence Mapping	Set up the traffic class mapping to the precedence part of ToS (3 bits) when receiving IPv4/IPv6 packets.
Set up VLAN Tag Priority Mapping	Set up the traffic class mapping to the User Priority value (3 bits) when receiving VLAN tagged packets.

4.1.9 IGMP Snooping

4.1.9.1 IGMP Snooping

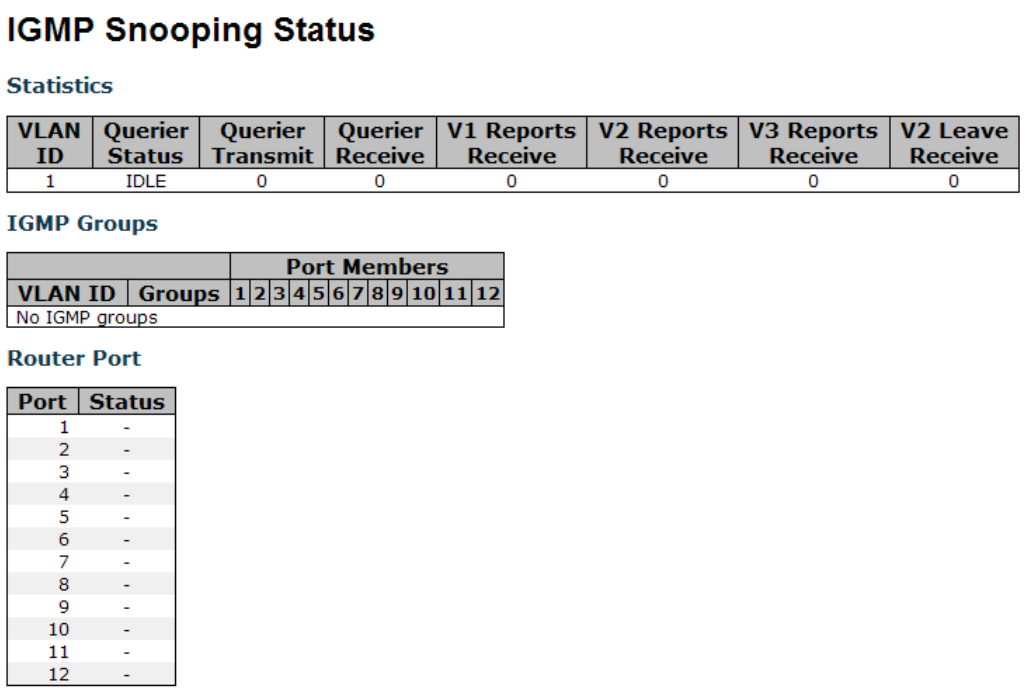
This page provides IGMP Snooping related configuration.



Label	Description
Snooping Enabled	Enable the Global IGMP Snooping.
Unregistered IPMC Flooding enabled	Enable unregistered IPMC traffic flooding.
VLAN ID	The VLAN ID of the entry.
IGMP Snooping Enabled	Enable the per-VLAN IGMP Snooping.
IGMP Querier	Enable the IGMP Querier in the VLAN. The Querier will send out if no Querier received in 255 seconds after IGMP Querier Enabled. Each Querier's interval is 125 second, and it will stop act as an IGMP Querier if received any Querier from other devices.

Router Port	Specify which ports act as router ports. A router port is a port on the Ethernet switch that leads towards the Layer 3 multicast device or IGMP querier. If an aggregation member port is selected as a router port, the whole aggregation will act as a router port.
Fast Leave	Enable the fast leave on the port.

4.1.9.2 IGMP Snooping Status



IGMP Snooping Status

Statistics

VLAN ID	Querier Status	Querier Transmit	Querier Receive	V1 Reports Receive	V2 Reports Receive	V3 Reports Receive	V2 Leave Receive
1	IDLE	0	0	0	0	0	0

IGMP Groups

		Port Members										
VLAN ID	Groups	1	2	3	4	5	6	7	8	9	10	11	12
No IGMP groups													

Router Port

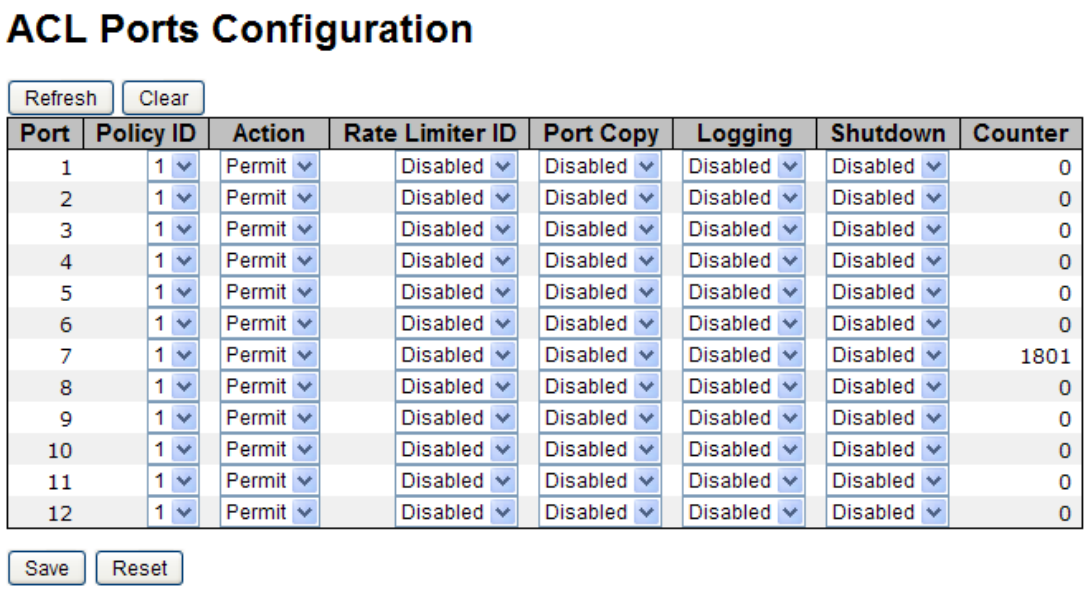
Port	Status
1	-
2	-
3	-
4	-
5	-
6	-
7	-
8	-
9	-
10	-
11	-
12	-

Label	Description
VLAN ID	The VLAN ID of the entry.
Groups	The present IGMP groups. Max. are 128 groups for each VLAN.
Port Members	The ports that are members of the entry.
Querier Status	Show the Querier status is "ACTIVE" or "IDLE".
Querier Receive	The number of Transmitted Querier.
V1 Reports Receive	The number of Received V1 Reports.
V2 Reports Receive	The number of Received V2 Reports.
V3 Reports Receive	The number of Received V3 Reports.
V2 Leave Receive	The number of Received V2 Leave.
Refresh	Click to refresh the page immediately.
Clear	Clears all Statistics counters.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at regular intervals.

4.1.10 Security

4.1.10.1 ACL

Configure the ACL parameters (ACE) of each switch port. These parameters will affect frames received on a port unless the frame matches a specific ACE.


ACL Ports Configuration
Refresh
Clear
Port
Policy ID
Action
Rate Limiter ID
Port Copy
Logging
Shutdown
Counter
1 1 Permit Disabled Disabled Disabled Disabled 0
2 1 Permit Disabled Disabled Disabled Disabled 0
3 1 Permit Disabled Disabled Disabled Disabled 0
4 1 Permit Disabled Disabled Disabled Disabled 0
5 1 Permit Disabled Disabled Disabled Disabled 0
6 1 Permit Disabled Disabled Disabled Disabled 0
7 1 Permit Disabled Disabled Disabled Disabled 1801
8 1 Permit Disabled Disabled Disabled Disabled 0
9 1 Permit Disabled Disabled Disabled Disabled 0
10 1 Permit Disabled Disabled Disabled Disabled 0
11 1 Permit Disabled Disabled Disabled Disabled 0
12 1 Permit Disabled Disabled Disabled Disabled 0
Save
Reset

Label	Description
Port	The logical port for the settings contained in the same row.
Policy ID	Select the policy to apply to this port. The allowed values are 1 Through 8. The default value is 1.
Action	Select whether forwarding is permitted ("Permit") or denied ("Deny"). The default value is "Permit".
Rate Limiter ID	Select which rate limiter to apply to this port. The allowed values are Disabled or the values 1 through 15. The default value is "Disabled".
Port Copy	Select which port frames are copied to. The allowed values are Disabled or a specific port number. The default value is "Disabled".
Logging	Specify the logging operation of this port. The allowed values are: Enabled: Frames received on the port are stored in the System Log. Disabled: Frames received on the port are not logged. The default value is "Disabled". Please note that the System Log memory size and logging rate is limited.
Shutdown	Specify the port shut down operation of this port. The allowed values are: Enabled: If a frame is received on the port, the port will be disabled. Disabled: Port shut down is disabled. The default value is "Disabled".
Counter	Counts the number of frames that match this ACE.

4.1.10.2 IEEE 802.1x

This page allows you to configure how an administrator is authenticated when he logs into the switchstack via TELNET, SSH or the web pages.

This page allows you to configure the IEEE 802.1X and MAC-based authentication system and port settings.

The IEEE 802.1X standard defines a port-based access control procedure that prevents unauthorized access to a network by requiring users to first submit credentials for authentication. One or more central servers, the backend servers, determine whether the user is allowed access to the network. These backend (RADIUS) servers are configured on the Authentication configuration page.

MAC-based authentication allows for authentication of more than one user on the same port, and doesn't require the user to have special 802.1X software installed on his system. The switch uses the user's MAC address to authenticate against the backend server. Intruders can create counterfeit MAC addresses, which makes MAC-based authentication less secure than 802.1 X authentications.

Overview of 802.1X (Port-Based) Authentication

In the 802.1X-world, the user is called the supplicant, the switch is the authenticator, and the RADIUS server is the authentication server. The switch acts as the man-in-the-middle, forwarding requests and responses between the supplicant and the authentication server. Frames sent between the supplicant and the switches are special 802.1X frames, known as EAPOL (EAP Over LANs) frames. EAPOL frames encapsulate EAP PDUs (RFC3748). Frames sent between the switch and the RADIUS servers are RADIUS packets. RADIUS packets also encapsulate EAP PDUs together with other attributes like the switch's IP address, name, and the supplicant's port number on the switch. EAP is very flexible, in that it allows for different authentication methods, like MD5-Challenge, PEAP, and TLS. The important thing is that the authenticator (the switch) doesn't need to know which authentication method the supplicant and the authentication server are using, or how many information exchange frames are needed for a particular method. The switch simply encapsulates the EAP part of the frame into the relevant type (EAPOL or RADIUS) and forwards it.
When authentication is complete, the RADIUS server sends a special packet containing a success or failure indication. Besides forwarding this decision to the supplicant, the switch uses it to open up or block traffic on the switch port connected to the supplicant.
Note: Suppose two backend servers are enabled and that the server timeout is configured to X seconds (using the Authentication configuration page), and suppose that the first server in the list is currently down (but not considered dead). Now, if the supplicant retransmits EAPOL Start frames at a rate faster than X seconds, then it will never get authenticated, because the switch will cancel on-going backend authentication server requests whenever it receives a new EAPOL Start frame from the supplicant. And since the server hasn't yet failed (because the X seconds haven't expired), the same server will be contacted upon the next backend authentication server request from the switch. This scenario will loop forever. Therefore, the server timeout should be smaller than the supplicant's EAPOL Start frame retransmission rate.

Overview of MAC-Based Authentication

Unlike 802.1X, MAC-based authentication is not a standard, but merely a best-practices method adopted by the industry. In MAC-based authentication, users are called clients, and the switch acts as the supplicant on behalf of clients. The initial frame (any kind of frame) sent by a client is snooped by the switch, which in turn uses the client's MAC address as both username and password in the subsequent EAP exchange with the RADIUS server. The 6-byte MAC address is converted to a string on the following form "xx-xx-xx-xx-xx-xx", that is, a dash (-) is used as separator between the lower-cased hexadecimal digits. The switch only supports the MD5-Challenge authentication method, so the RADIUS server must be configured accordingly.
When authentication is complete, the RADIUS server sends a success or failure indication, which in turn causes the switch to open up or block traffic for that particular client, using static entries into the MAC Table. Only then will frames from the client be forwarded on the switch. There are no EAPOL frames

involved in this authentication, and therefore, MAC-based Authentication has nothing to do with the 802.1X standard.
The advantage of MAC-based authentication over 802.1X is that several clients can be connected to the same port (e.g. through a 3rd party switch or a hub) and still require individual authentication, and that the clients don't need special supplicant software to authenticate. The disadvantage is that MAC addresses can be spoofed by malicious users, equipment whose MAC address is a valid RADIUS user can be used by anyone, and only the MD5-Challenge method is supported.

Client Configuration

The table has one row for each Client and a number of columns, which are:

Label	Description
Client	The Client for which the configuration below applies.
Authentication Metohd	Authentication Method can be set to one of the following values: none : authentication is disabled and login is not possible. local : use the local user database on the switch stack for authentication. radius : use a remote RADIUS server for authentication. tacacs+ : use a remote TACACS+ server for authentication.
Fallback	Enable fallback to local authentication by checking this box. If none of the configured authentication servers are alive, the local user database is used for authentication. This is only possible if the Authentication Method is set to something else than 'none or 'local'.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

Common Server Configuration

These setting are common for all of the Authentication Servers.

Label	Description
Timeout	The Timeout, which can be set to a number between 3 and 3600 seconds, is the maximum time to wait for a reply from a server. If the server does not reply within this timeframe, we will consider it to be dead and continue with the next enabled server (if any). RADIUS servers are using the UDP protocol, which is unreliable by design. In order to cope with lost frames, the timeout interval is divided into 3 subintervals of equal length. If a reply is not received within the subinterval, the request is transmitted again. This algorithm causes the RADIUS server to be queried up to 3 times before it is considered to be dead.
Dead Time	The Dead Time, which can be set to a number between 0 and 3600 seconds, is the period during which the switch will not send new requests to a server that has failed to respond to a previous request. This will stop the switch from continually trying to contact a server that it has already determined as dead. Setting the Dead Time to a value greater than 0 (zero) will enable this feature, but only if more than one server has been configured.

802.1X Statistics Port 1

Port 1 Auto-refresh Refresh Clear

Receive EAPOL Counters		Transmit EAPOL Counters	
Total	0	Total	0
Response ID	0	Request ID	0
Responses	0	Requests	0
Start	0		
Logoff	0		
Invalid Type	0		
Invalid Length	0		
Receive Backend Server Counters		**Transmit Backend Server Counters**	
Access Challenges	0	Responses	0
Other Requests	0		
Auth. Successes	0		
Auth. Failures	0		
Last Supplicant Info			
Version	0		
Source			
Identity			

RADIUS Authentication/Accounting Server Configuration

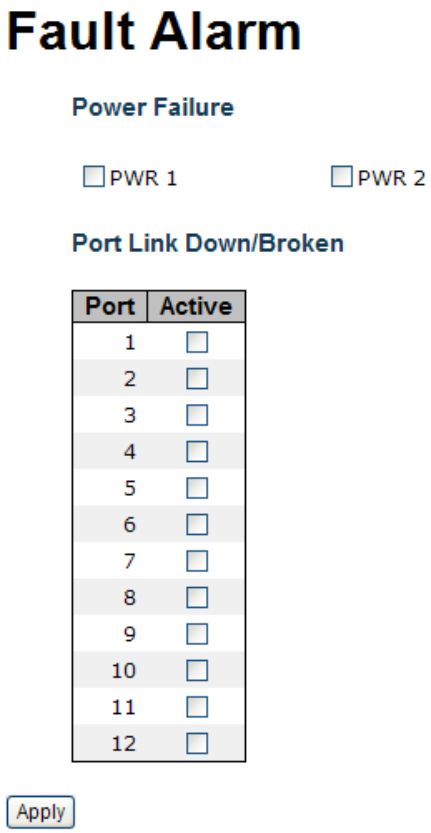
The table has one row for each RADIUS Authentication/Accounting Server and a number of columns, which are:

Label	Description
#	The RADIUS Authentication Server number for which the configuration below applies.
Enabled	Enable the RADIUS Authentication Server by checking this box.
IP Address	Enable fallback to local authentication by checking this box. If none of the configured authentication servers are alive, the local user database is used for authentication. This is only possible if the Authentication Method is set to something else than 'none or 'local'.
Port	The UDP port to use on the RADIUS Authentication Server. If the port is set to 0 (zero), the default port (1812) is used on the RADIUS Authentication Server.
Secret	The secret - up to 29 characters long - shared between the RADIUS Accounting Server and the switchstack.

4.1.11 Warning (for KY-8617GCM)

4.1.11.1 Fault Alarm

When any selected fault event is happened, the Fault LED in switch panel will light up and the electric relay will signal at the same time.



The following table describes the labels in this screen.

Label	Description
Power Failure	Mark the blank of PWR 1 or PWR 2 to monitor.
Port Link Down/Broken	Mark the blank of port 1 to port 8 to monitor.
Apply	Click "**Apply**" to set the configurations.
Help	Show help file.

4.1.11.2 System Warning

The SYSLOG is a protocol to transmit event notification messages across networks. Please refer to RFC 3164 - The BSD SYSLOG Protocol

The following table describes the labels in this screen.

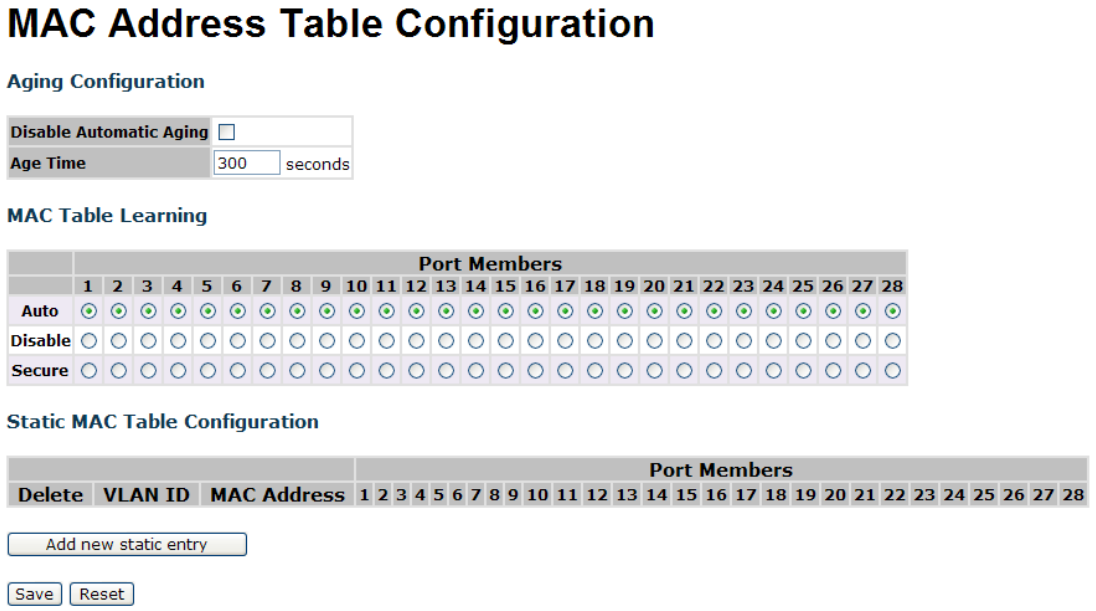
Label	Description

IP Address	The remote SYSLOG Server IP address.
Apply	Click "**Apply**" to set the configurations.
Help	Show help file.

4.1.12 Monitor and Diag

4.1.12.1 MAC Table

The MAC Address Table is configured on this page. Set timeouts for entries in the dynamic MAC Table and configure the static MAC table here.


MAC Address Table Configuration
Aging Configuration
Disable Automatic Aging
Age Time
300
seconds
MAC Table Learning
Port Members
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Auto
Disable
Secure
Static MAC Table Configuration
Delete
VLAN ID
MAC Address
Port Members
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Add new static entry
Save
Reset

Aging Configuration

By default, dynamic entries are removed from the MAC after 300 seconds. This removal is also called aging.

Configure aging time by entering a value here in seconds; for example,

Age time seconds.

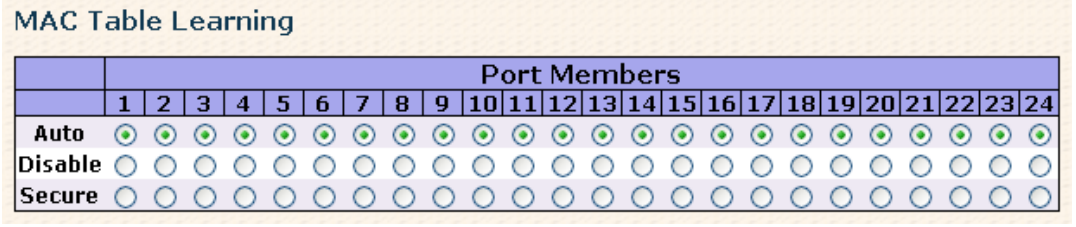
The allowed range is 10 to 1000000 seconds.

Disable the automatic aging of dynamic entries by checking **Disable automatic aging**.

MAC Table Learning

If the learning mode for a given port is grayed out, another module is in control of the mode, so that it cannot be changed by the user. An example of such a module is the MAC-Based Authentication under IEEE 802.1X.

Each port can do learning based upon the following settings:



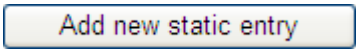
Label	Description
Auto	Learning is done automatically as soon as a frame with unknown SMAC is received.
Disable	No learning is done.
Secure	Only static MAC entries are learned, all other frames are dropped. Note: Make sure that the link used for managing the switch is added to the Static Mac Table before changing to secure learning mode, otherwise the management link is lost and can only be restored by using another non-secure port or by connecting to the switch via the serial interface.

Static MAC Table Configuration

The static entries in the MAC table are shown in this table. The static MAC table can contain 64 entries.

The maximum of 64 entries is for the whole stack, and not per switch.

The MAC table is sorted first by VLAN ID and then by MAC address.

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
VLAN ID	The VLAN ID for the entry.
MAC Address	The MAC address for the entry.
Port Members	Checkmarks indicate which ports are members of the entry. Check or uncheck as needed to modify the entry.
Adding a New Static Entry	Click  to add a new entry to the static MAC table. Specify the VLAN ID, MAC address, and port members for the new entry. Click "Save".

4.1.12.2 Mirroring

Configure port MirrKUSAon this page.

To debug network problems, selected traffic can be copied, or mirrored, to a mirror port where a frame analyzer can be attached to analyze the frame flow.

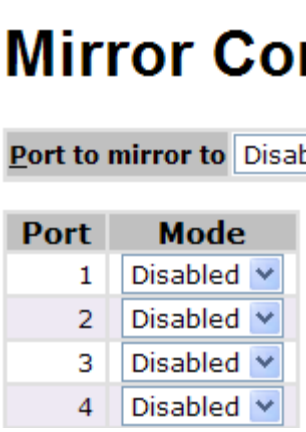
The traffic to be copied to the mirror port is selected as follows:

All frames received on a given port (also known as ingress or source mirroring).

All frames transmitted on a given port (also known as egress or destination mirroring).

Port to mirror is also known as the mirror port. Frames from ports that have either source (rx)

or destination (tx) mirrKUSAenabled are mirrored to this port. Disabled disables mirroring.



Label	Description
Port	The logical port for the settings contained in the same row.
Mode	Select mirror mode. Rx only : Frames received at this port are mirrored to the mirror port. Frames transmitted are not mirrored. Tx only :Frames transmitted from this port are mirrored to the mirror port. Frames received are not mirrored. Disabled : Neither frames transmitted nor frames received are mirrored. Enabled : Frames received and frames transmitted are mirrored to the mirror port. Note: For a given port, a frame is only transmitted once. It is therefore not possible to mirror Tx frames for the mirror port. Because of this, mode for the selected mirror port is limited to Disabled or Rx only.

4.1.12.3 System Log Information

The switch system log information is provided here.

System Log Information

Auto-refresh ☐ Refresh Clear |<< << >> >>| Open in new window

Level All

The total number of entries is 0 for the given level.

Start from ID 1 with 20 entries per page.

ID	Level	Time	Message
No system log entries			

Label	Description
ID	The ID (>= 1) of the system log entry.
Level	The level of the system log entry. The following level types are supported: Info: Information level of the system log. Warning: Warning level of the system log. Error: Error level of the system log. All: All levels.
Time	The time of the system log entry.
Message	The MAC Address of this switch.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at regular intervals.
Refresh	Updates the system log entries, starting from the current entry ID.
Clear	Flushes all system log entries.
|<<	Updates the system log entries, starting from the first available entry ID.
<<	Updates the system log entries, ending at the last entry currently displayed.
>>	Updates the system log entries, starting from the last entry currently displayed.
>>|	Updates the system log entries, ending at the last available entry ID.

4.1.12.4 Detailed Log

The switch system detailed log information is provided here.

Label	Description
ID	The ID (>= 1) of the system log entry.
Message	The detailed messages of the system log entry.
Refresh	Updates the system log entries, starting from the current entry ID.
Clear	Flushes all system log entries.
|<<	Updates the system log entries, starting from the first available entry ID.
<<	Updates the system log entries, ending at the last entry currently displayed.
>>	Updates the system log entries, starting from the last entry currently displayed.
>>|	Updates the system log entries, ending at the last available entry ID.

4.1.12.5 Traffic Overview

This page provides an overview of general traffic statistics for all switch ports.

Label	Description
Port	The logical port for the settings contained in the same row.
Packets	The number of received and transmitted packets per port.
Bytes	The number of received and transmitted bytes per port.
Errors	The number of frames received in error and the number of incomplete transmissions per port.
Drops	The number of frames discarded due to ingress or egress congestion.
Filtered	The number of received frames filtered by the forwarding process.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at regular intervals.
Refresh	Updates the counters entries, starting from the current entry ID.
Clear	Flushes all counters entries.

4.1.12.6 Detailed Statistics

This page provides detailed traffic statistics for a specific switch port. Use the port select box to select which switch port details to display.

The displayed counters are the totals for receive and transmit, the size counters for receive and transmit, and the error counters for receive and transmit.

Detailed Statistics — Receive & Transmit Total

Label	Description
Rx and Tx Packets	The number of received and transmitted (good and bad) packets.
Rx and Tx Octets	The number of received and transmitted (good and bad) bytes. Includes FCS, but excludes framing bits.
Rx and Tx Unicast	The number of received and transmitted (good and bad) unicast packets.
Rx and Tx Multicast	The number of received and transmitted (good and bad) multicast packets.
Rx and Tx Broadcast	The number of received and transmitted (good and bad) broadcast packets.
Rx and Tx Pause	A count of the MAC Control frames received or transmitted on this port that have an opcode indicating a PAUSE operation.
Rx Drops	The number of frames dropped due to lack of receive buffers or egress congestion.
Rx CRC/Alignment	The number of frames received with CRC or alignment errors.
Rx Undersize	The number of short 1 frames received with valid CRC.
Rx Oversize	The number of long 2 frames received with valid CRC.
Rx Fragments	The number of short 1 frames received with invalid CRC.
Rx Jabber	The number of long 2 frames received with invalid CRC.
Rx Filtered	The number of received frames filtered by the forwarding process.

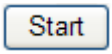
Tx Drops	The number of frames dropped due to output buffer congestion.
Tx Late / Exc.Coll.	The number of frames dropped due to excessive or late collisions.

Short frames are frames that are smaller than 64 bytes.

Long frames are frames that are longer than the configured maximum frame length for this port.

4.1.12.7 Ping

This page allows you to issue ICMP PING packets to troubleshoot IP connectivity issues.

After you press 

, 5 ICMP packets are transmitted, and the sequence number and roundtrip time are displayed upon reception of a reply. The page refreshes automatically until responses to all packets are received, or until a timeout occurs.

PING6 server ::10.10.132.20

64 bytes from ::10.10.132.20: icmp_seq=0, time=0ms

64 bytes from ::10.10.132.20: icmp_seq=1, time=0ms

64 bytes from ::10.10.132.20: icmp_seq=2, time=0ms

64 bytes from ::10.10.132.20: icmp_seq=3, time=0ms

64 bytes from ::10.10.132.20: icmp_seq=4, time=0ms

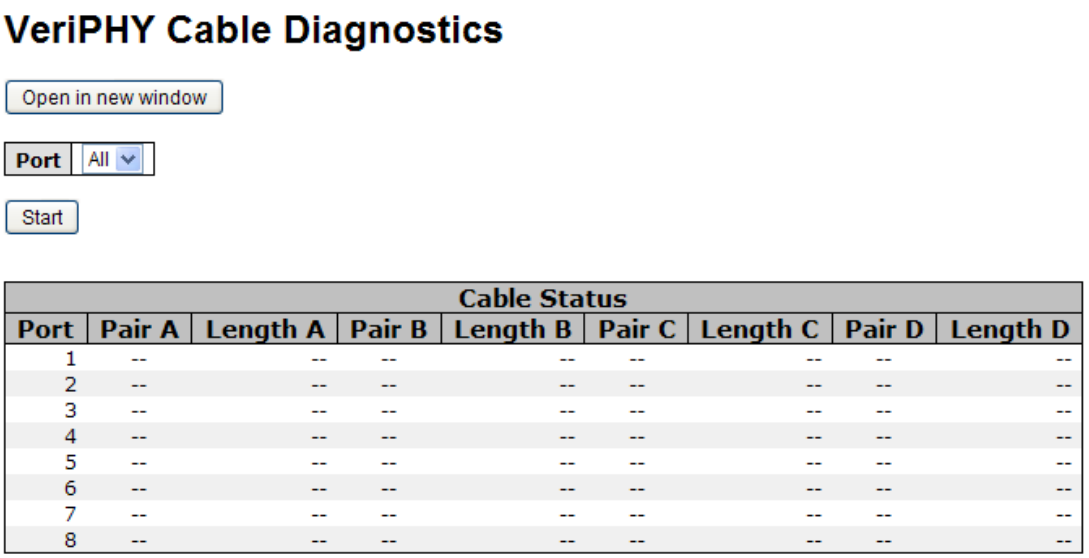
Sent 5 packets, received 5 OK, 0 bad

You can configure the following properties of the issued ICMP packets:

Label	Description
IP Address	The destination IP Address.
Ping Size	The payload size of the ICMP packet. Values range from 8 bytes to 1400 bytes.

4.1.12.8 VeriPHY

This page is used for running the VeriPHY Cable Diagnostics.


VeriPHY Cable Diagnostics
Open in new window
Port
All
Start
Cable Status
Port Pair A Length A Pair B Length B Pair C Length C Pair D Length D
1 -- -- -- -- -- -- -- -- --
2 -- -- -- -- -- -- -- -- --
3 -- -- -- -- -- -- -- -- --
4 -- -- -- -- -- -- -- -- --
5 -- -- -- -- -- -- -- -- --
6 -- -- -- -- -- -- -- -- --
7 -- -- -- -- -- -- -- -- --
8 -- -- -- -- -- -- -- -- --

Press Start to run the diagnostics. This will take approximately 5 seconds. If all ports are selected, this can take approximately 15 seconds. When completed, the page refreshes automatically, and you can view the cable diagnostics results in the cable status table. Note that VeriPHY is only accurate for cables of length 7 - 140 meters.

10 and 100 Mbps ports will be linked down while running VeriPHY. Therefore, running VeriPHY on a 10 or 100 Mbps management port will cause the switch to stop responding until VeriPHY is complete.

Label	Description
Port	The port where you are requesting VeriPHY Cable Diagnostics.
Cable Status	Port: Port number. Pair: The status of the cable pair. Length: The length (in meters) of the cable pair.

4.1.13 Factory Defaults

You can reset the configuration of the stack switch on this page. Only the IP configuration is retained.

Label	Description
Yes	Click to reset the configuration to Factory Defaults.
No	Click to return to the Port State page without resetting the configuration

4.1.14 System Reboot

You can reset the stack switch on this page. After reset, the system will boot normally as if you had powered-on the devices

Label	Description
Yes	Click to reboot device.
No	Click to return to the Port State page without rebooting.

Command Line Interface Management

5.1 About CLI Management

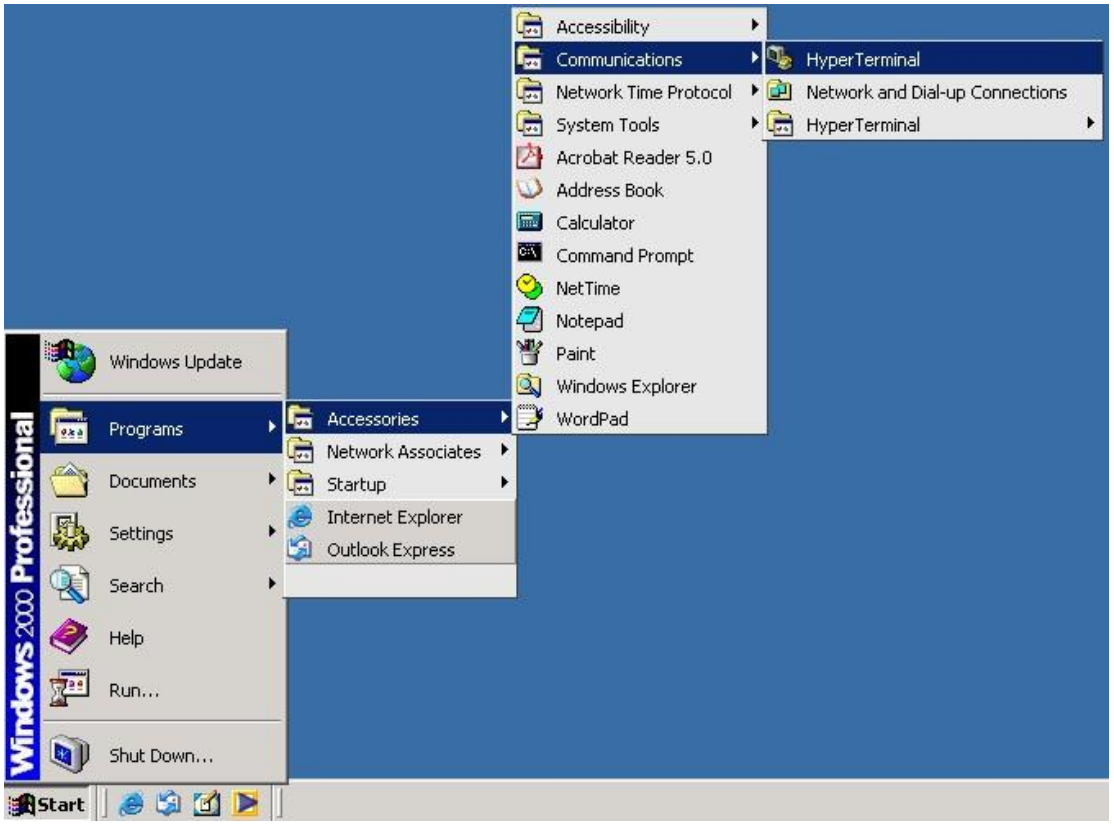
Besides WEB-based management, the KY-8617GCM also supports CLI management. You can use console or telnet to manage the switch by CLI.

CLI Management by RS-232 Serial Console (115200, 8, none, 1, none)

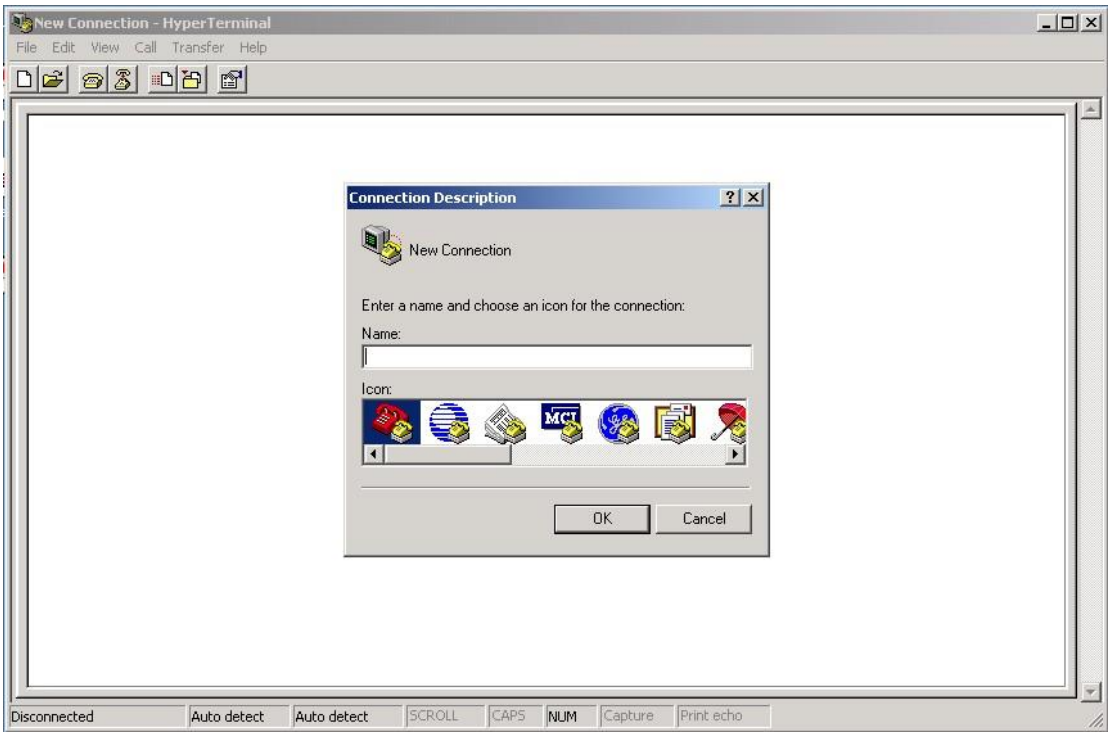
Before Configuring by RS-232 serial console, use DB9 cable to connect the Switches' RS-232 Console port to your PC's COM port.

Follow the steps below to access the console via RS-232 serial cable.

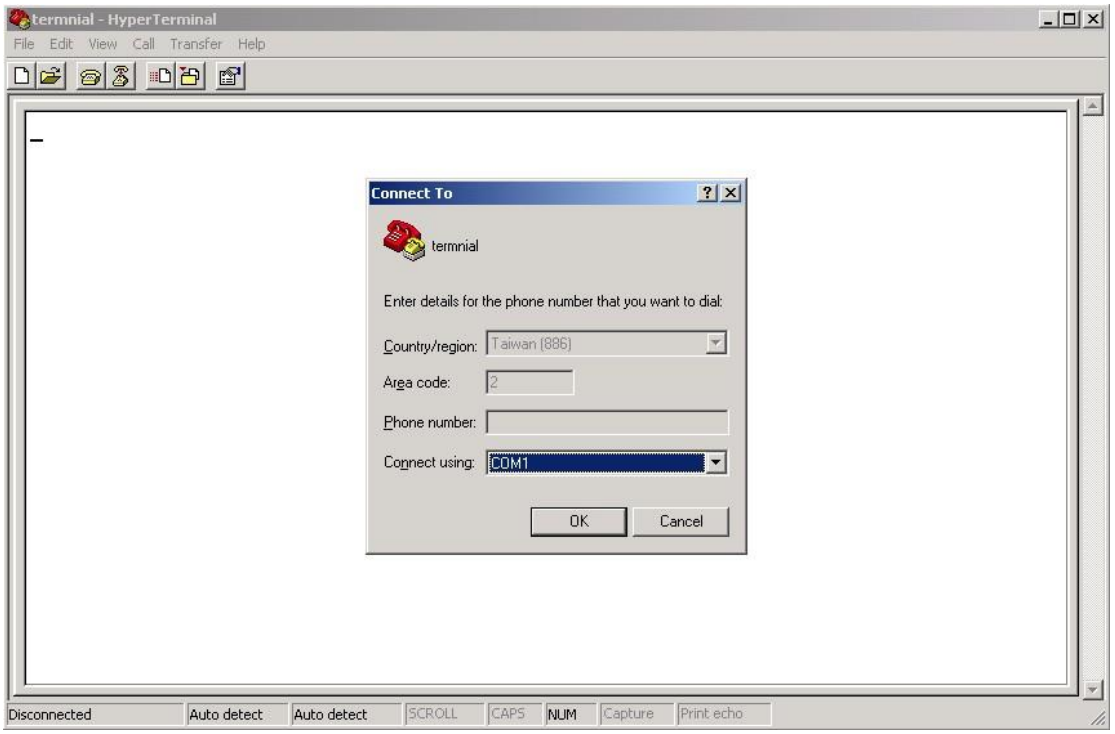
Step 1 From the Windows desktop, click on Start -> Programs -> Accessories -> Communications -> Hyper Terminal



Step 2 Input a name for new connection



Step 3 Select to use COM port number



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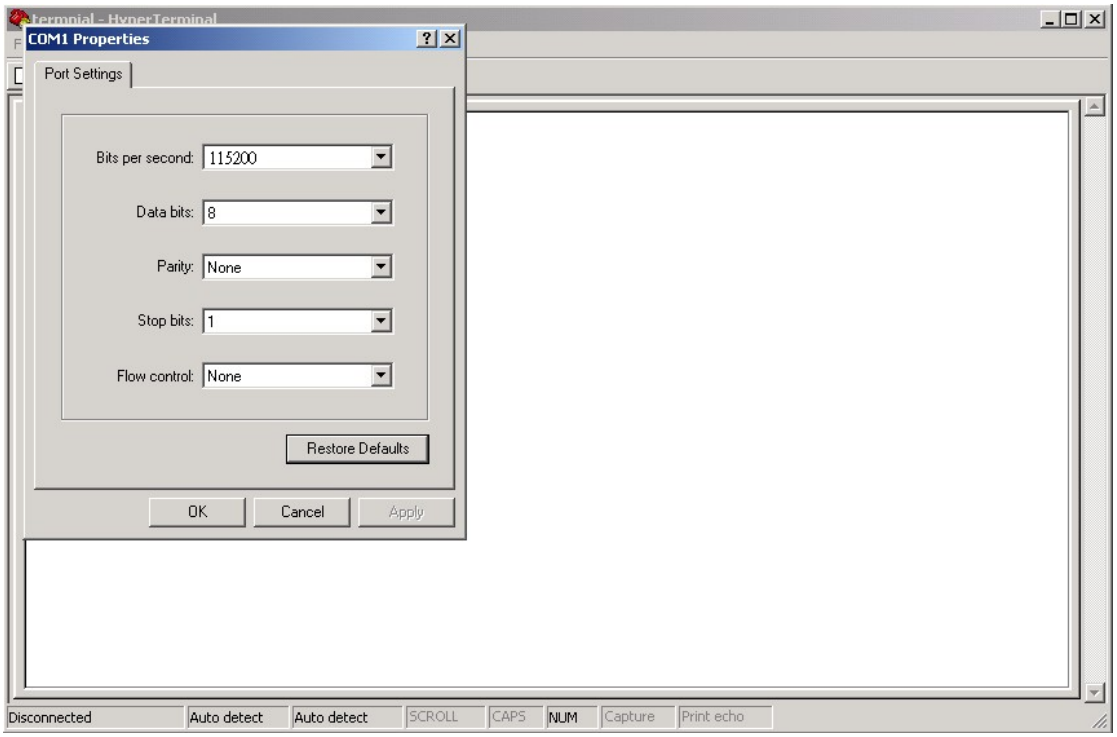
Step 4 The COM port properties setting, 115200 for Bits per second, 8 for Data bits, None for Parity, 1 for Stop bits and none for Flow control.



Step 4 The Console login screen will appear. Use the keyboard to enter the Username and Password (The same with the password for Web Browser), then press "**Enter**".

CLI Management by Telnet

Users can use "**TELNET**" to configure the switches.

The default values are shown as the following:

IP Address: **192.168.10.1**

Subnet Mask: **255.255.255.0**

Default Gateway: **192.168.10.254**

User Name: **root**

Password: **root**

Console Access via Telnet

Step 1 Telnet to the IP address of the switch from the Windows "**Run**" command (or from the MS-DOS prompt) as below.

Step 2 The Login screen will appear. Use the keyboard to enter the Username and Password (The same with the password for Web Browser), and then press "**Enter**"

Commander Groups

```
Command Groups:
---------------
System     : System settings and reset options
Syslog     : Syslog Server Configuration
IP         : IP configuration and Ping
Auth       : Authentication
Port       : Port management
Aggr       : Link Aggregation
LACP       : Link Aggregation Control Protocol
STP        : Spanning Tree Protocol
Dot1x      : IEEE 802.1X port authentication
IGMP       : Internet Group Management Protocol snooping
LLDP       : Link Layer Discovery Protocol
MAC        : MAC address table
VLAN       : Virtual LAN
PVLAN      : Private VLAN
QoS        : Quality of Service
ACL        : Access Control List
Mirror     : Port mirroring
Config     : Load/Save of configuration via TFTP
SNMP       : Simple Network Management Protocol
Firmware   : Download of firmware via TFTP
Fault      : Fault Alarm Configuration
```

System

System>	Configuration [all] [<port_list>]
	Reboot
	Restore Default [keep_ip]
	Contact [<contact>]
	Name [<name>]
	Location [<location>]
	Description [<description>]
	Password <password>
	Username [<username>]
	Timezone [<offset>]
	Log [<log_id>] [all | info | warning | error] [clear]

Syslog

Syslog>	ServerConfiguration [<ip_addr>]

IP

IP>	Configuration
	DHCP [enable | disable]
	Setup [<ip_addr>] [<ip_mask>] [<ip_router>] [<vid>]
	Ping <ip_addr_string> [<ping_length>]
	SNTP [<ip_addr_string>]

Auth

Auth>	Configuration
	Timeout [<timeout>]
	Deadtime [<dead_time>]
	RADIUS [<server_index>] [enable | disable] [<ip_addr_string>] [<secret>] [<server_port>]
	ACCT_RADIUS [<server_index>] [enable | disable] [<ip_addr_string>] [<secret>] [<server_port>]
	Client [console | telnet | ssh | web] [none | local | radius] [enable | disable]
	Statistics [<server_index>]

Port

Port>	Configuration [<port_list>]
	State [<port_list>] [enable | disable]
	Mode [<port_list>] [10hdx | 10fdx | 100hdx | 100fdx | 1000fdx | auto]
	Flow Control [<port_list>] [enable | disable]
	MaxFrame [<port_list>] [<max_frame>]
	Power [<port_list>] [enable | disable | actiphy | dynamic]
	Excessive [<port_list>] [discard | restart]
	Statistics [<port_list>] [<command>]
	VeriPHY [<port_list>]

Aggr

Aggr>	Configuration
	Add <port_list> [<aggr_id>]
	Delete <aggr_id>
	Lookup [<aggr_id>]

	Mode [smac | dmac | ip | port] [enable | disable]

LACP

LACP>	Configuration [<port_list>]
	Mode [<port_list>] [enable | disable]
	Key [<port_list>] [<key>]
	Role [<port_list>] [active | passive]
	Status [<port_list>]
	Statistics [<port_list>] [clear]

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STP

STP>	Configuration
	Version [<stp_version>] Non-certified release, v
	Txhold [<holdcount>]lt 15:15:15, Dec 6 2007
	MaxAge [<max_age>]
	FwdDelay [<delay>]
	bpduFilter [enable | disable]
	bpduGuard [enable | disable]
	recovery [<timeout>]
	CName [<config-name>] [<integer>]
	Status [<msti>] [<port_list>]
	Msti Priority [<msti>] [<priority>]
	Msti Map [<msti>] [clear]
	Msti Add <msti> <vid>
	Port Configuration [<port_list>]
	Port Mode [<port_list>] [enable | disable]
	Port Edge [<port_list>] [enable | disable]
	Port AutoEdge [<port_list>] [enable | disable]
	Port P2P [<port_list>] [enable | disable | auto]
	Port RestrictedRole [<port_list>] [enable | disable]
	Port RestrictedTcn [<port_list>] [enable | disable]
	Port bpduGuard [<port_list>] [enable | disable]
	Port Statistics [<port_list>]
	Port Mcheck [<port_list>]
	Msti Port Configuration [<msti>] [<port_list>]
	Msti Port Cost [<msti>] [<port_list>] [<path_cost>]
	Msti Port Priority [<msti>] [<port_list>] [<priority>]

Dot1x

Dot1x>	Configuration [<port_list>]
	Mode [enable | disable]
	State [<port_list>] [macbased | auto | authorized | unauthorized]
	Authenticate [<port_list>] [now]
	Reauthentication [enable | disable]
	Period [<reauth_period>]
	Timeout [<eapol_timeout>]
	Statistics [<port_list>] [clear | eapol | radius]
	Clients [<port_list>] [all | <client_cnt>]
	Agetime [<age_time>]
	Holdtime [<hold_time>]

IGMP

IGMP>	Configuration [<port_list>]
	Mode [enable | disable]
	State [<vid>] [enable | disable]
	Querier [<vid>] [enable | disable]
	Fastleave [<port_list>] [enable | disable]
	Router [<port_list>] [enable | disable]
	Flooding [enable | disable]
	Groups [<vid>]
	Status [<vid>]

LLDP

LLDP>	Configuration [<port_list>]
	Mode [<port_list>] [enable | disable | rx | tx]
	Optional_TLV [<port_list>][port_descr | sys_name | sys_descr | sys_capa | mgmt_addr] [enable | disable]
	Interval [<interval>]
	Hold [<hold>]
	Delay [<delay>]
	Reinit [<reinit>]
	Info [<port_list>]
	Statistics [<port_list>] [clear]

MAC

MAC>	Configuration [<port_list>]
	Add <mac_addr> <port_list> [<vid>]
	Delete <mac_addr> [<vid>]
	Lookup <mac_addr> [<vid>]
	Agetime [<age_time>]
	Learning [<port_list>] [auto | disable | secure]
	Dump [<mac_max>] [<mac_addr>] [<vid>]
	Statistics [<port_list>]
	Flush

VLAN

VLAN>	Configuration [<port_list>]
	Aware [<port_list>] [enable | disable]
	PVID [<port_list>] [<vid> | none]
	FrameType [<port_list>] [all | tagged]
	Add <vid> [<port_list>]
	Delete <vid>
	Lookup [<vid>]

PVLAN

PVLAN>	Configuration [<port_list>]
	Add <pvlan_id> [<port_list>]
	Delete <pvlan_id>
	Lookup [<pvlan_id>]
	Isolate [<port_list>] [enable | disable]

QoS

QoS>	Configuration [<port_list>]
	Classes [<class>]
	Default [<port_list>] [<class>]
	Tagprio [<port_list>] [<tag_prio>]
	QCL Port [<port_list>] [<qcl_id>]
	QCL Add [<qcl_id>] [<qce_id>] [<qce_id_next>] (etype <etype>) | (vid <vid>) | (port <udp_tcp_port>) | (dscp <dscp>) | (tos <tos_list>) | (tag_prio <tag_prio_list>) <class>
	QCL Delete <qcl_id> <qce_id>
	QCL Lookup [<qcl_id>] [<qce_id>]
	Mode [<port_list>] [strict | weighted]
	Weight [<port_list>] [<class>] [<weight>]
	Rate Limiter [<port_list>] [enable | disable] [<bit_rate>]
	Shaper [<port_list>] [enable | disable] [<bit_rate>]
	Storm Unicast [enable | disable] [<packet_rate>]
	Storm Multicast [enable | disable] [<packet_rate>]
	Storm Broadcast [enable | disable] [<packet_rate>]

ACL

ACL>	Configuration [<port_list>]
	Action [<port_list>] [permit | deny] [<rate_limiter>] [<port_copy>] [<logging>] [<shutdown>] Policy [<port_list>] [<policy>]
	Rate [<rate_limiter_list>] [<packet_rate>]
	Add [<ace_id>] [<ace_id_next>] [switch | (port <port>) | (policy <policy>)] [<vid>] [<tag_prio>] [<dmac_type>] [(etype [<etype>] [<smac>] [<dmac>]) | (arp [<sip>] [<dip>] [<smac>] [<arp_opcode>] [<arp_flags>]) | (ip [<sip>] [<dip>] [<protocol>] [<ip_flags>]) | (icmp [<sip>] [<dip>] [<icmp_type>] [<icmp_code>] [<ip_flags>]) | (udp [<sip>] [<dip>] [<sport>] [<dport>] [<ip_flags>]) | (tcp [<sip>] [<dip>] [<sport>] [<dport>] [<ip_flags>] [<tcp_flags>])] [permit | deny] [<rate_limiter>] [<port_copy>] [<logging>] [<shutdown>] Delete <ace_id>
	Lookup [<ace_id>]
	Clear

Mirror

Mirror>	Configuration [<port_list>]
	Port [<port> | disable]
	Mode [<port_list>] [enable | disable | rx | tx]

Config

Config>	Save <ip_server> <file_name>
	Load <ip_server> <file_name> [check]

SNMP

SNMP>	Trap Inform Retry Times [<retries>]
	Trap Probe Security Engine ID [enable | disable]
	Trap Security Engine ID [<engineid>]
	Trap Security Name [<security_name>]
	Engine ID [<engineid>]
	Community Add <community> [<ip_addr>] [<ip_mask>]
	Community Delete <index>
	Community Lookup [<index>]
	User Add <engineid> <user_name> [MD5 | SHA] [<auth_password>] [DES] [<priv_password>]
	User Delete <index>
	User Changekey <engineid> <user_name> <auth_password> [<priv_password>]
	User Lookup [<index>]
	Group Add <security_model> <security_name> <group_name>
	Group Delete <index>
	Group Lookup [<index>]
	View Add <view_name> [included | excluded] <oid_subtree>
	View Delete <index>
	View Lookup [<index>]
	Access Add <group_name> <security_model> <security_level> [<read_view_name>] [<write_view_name>]
	Access Delete <index>
	Access Lookup [<index>]

Firmware

Firmware>	Load <ip_addr_string> <file_name>

Fault

Fault>	Alarm PortLinkDown [<port_list>] [enable | disable]
	Alarm PowerFailure [pwr1 | pwr2 | pwr3] [enable | disable]

Technical Specifications

Switch Model	KY-77GCM	
Physical Ports		
Gigabit Combo port with 10/100/1000Base-T(X) and 100/1000Base-X SFP ports	**16**	
100/1000Base-X with SFP port	**8**	
Technology		
Ethernet Standards	IEEE 802.3 for 10Base-T IEEE 802.3u for 100Base-TX and 100Base-FX IEEE 802.3ab for 1000Base-T IEEE 802.z for 1000Base-X IEEE 802.3x for Flow control IEEE 802.3ad for LACP (Link Aggregation Control Protocol) IEEE 802.1p for COS (Class of Service) IEEE 802.1Q for VLAN Tagging IEEE 802.1D for STP (Spanning Tree Protocol) IEEE 802.1w for RSTP (Rapid Spanning Tree Protocol) IEEE 802.1s for MSTP (Multiple Spanning Tree Protocol) IEEE 802.1x for Authentication IEEE 802.1AB for LLDP (Link Layer Discovery Protocol)	
MAC Table	9k	
Priority Queues	8	
Processing	Store-and-Forward	
Switch Properties	Switching latency: 6 us Switching bandwidth: 96 Gbps Max. Number of Available VLANs: 256 IGMP multicast groups: 128 for each VLAN Port rate limiting: User Defined	
Jumbo frame	Up to 9K Bytes	
Security Features	IP Police security feature / Cyber Secure Video (CSV) Enable/disable ports, MAC based port security Port based network access control (802.1x) VLAN (802.1Q) to segregate and secure network traffic Radius centralized password management SNMPv3 encrypted authentication and access security / Clean Code Technology	
Software Features	STP/RSTP/MSTP (IEEE 802.1D/w/s) Redundant Ring (E-ring) with recovery time less than 10ms over 300 units TOS/Diffserv supported Quality of Service (802.1p) for real-time traffic VLAN (802.1Q) with VLAN tagging and GVRP supported IGMP Snooping IP-based bandwidth management Application-based QoS management DOS/DDOS auto prevention Port configuration, status, statistics, monitoring, security DHCP Client/Server	
Network Redundancy	E-ring STP RSTP MSTP	
RS-232 Serial Console Port	RS-232 in DB9 connector with console cable. 115200bps, 8, N, 1	
LED indicators		
Power Indicator (PWR)	Green : Power indicator for AC	Green : Power indicator for AC and DC
Power-1 Indicator (PW1)	N/A	Green : Indicate Power-1 input
Power-2 Indicator (PW2)	N/A	Green : Indicate Power-2 input
Power-3 Indicator (PW3)	N/A	Green : Indicate Power-3 input

System Ready Indicator (STA)	Green : Indicates that the system ready. The LED is blinking when the system is upgrading firmware	
Ring Master Indicator (R.M.)	Green : Indicates that the system is operating in E-ring Master mode	
E-ring Indicator (Ring)	Green : Indicates that the system operating in E-ring mode Green Blinking: Indicates that the Ring is broken.	
Fault Indicator (Fault)	N/A	Amber : Indicate unexpected event occurred
System Running Indicator (RUN)	Green : System is operating continuously	
Supervisor Login Indicator (RMT)	Green : System is accessed remotely	
Reset To Default Running Indicator (DEF)	Green : System resets to default configuration	
Ping Command To The Switch Indicator (Ping)	Green : System is processing "PING" request	
10/100/1000Base-T(X) RJ45 Port Indicator	Left Green for 1000Mbps Link/Act indicator. Amber for 10/100Mbps Link/Act indicator Right Amber for full-duplex indicator	
100/1000Base-X SFP Port Indicator	Green for port Link/Act.	
Fault contact		
Relay	N/A	Relay output to carry capacity of 1A at 24VDC
Power		
Redundant Input power	100~240VAC with power cord	100~240VAC with power cord, dual 36 ~ 72VDC power inputs at 6-pin terminal block
Power consumption (Typ.)	30 Watts	30 Watts
Overload current protection	Present	
Physical Characteristic		
Enclosure	19 inches rack mountable	
Dimension (W x D x H)	431 (W) x 342 (D) x 44 (H) mm	431 (W) x 342 (D) x 44 (H) mm
Weight (g)	4.3 Kg	4.5 Kg
Environmental		
Storage Temperature	-40 to 85°C (-40 to 185°F)	
Operating Temperature	-40 to 80°C (-40 to 176°F)	
Operating Humidity	5% to 95% Non-condensing	
Regulatory approvals		
EMI	FCC Part 15, CISPR (EN55022) class A	
EMS	EN61000-4-2 (ESD) EN61000-4-3 (RS), EN61000-4-4 (EFT), EN61000-4-5 (Surge), EN61000-4-6 (CS), EN61000-4-8, EN61000-4-11	
Shock	IEC60068-2-27	
Free Fall	IEC60068-2-32	
Vibration	IEC60068-2-6	
Safety	EN60950-1	
Warranty	5 years	

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